

## Episode 6 - If You Play With Fire, You Get B...?

Jeff Probst: <narration> Previously on Survivor... <The camera shows a close-up view of a gorilla yawning, and then fades into an early morning view of the sun rising above several silhouetted trees>

Jeff Probst: <narration> With the alliance of Marcus, Jacquie, Sugar, and Bob <A wide view of the four Kota alliance members is shown> firmly in control of the Kota tribe, Crystal and G.C. knew they were next on the chopping block... <The camera then focuses in on G.C.>

**G.C. - CONFSSIONAL:** It's *tough* when you know that you're not included in the main alliance in your tribe; <Sugar is shown laughing at something> I'm just hoping for it to *change*... <A prominent sound is heard, as the camera cuts ahead to show both tribes assembled at the Reward Challenge>

Jeff Probst: <narration> And G.C. got his wish on Day 12, <A delighted G.C. is shown smiling and nodding his head dramatically> when the tribes were unexpectedly *switched*... <Ace is shown next>

Ace: I'm gonna choose G.C., please. <A surprised G.C. can be seen clapping excitedly>

G.C.: I'm gonna take my homey, *Randy*, over there... <Randy is shown with a smirk on his face>

Jeff Probst: <narration> The new Fang tribe was an odd mix of *personalities*, <The camera now fades out to show the entire Fang tribe> and included allies Randy, Ken, and Ace, Crystal and G.C., and Paloma and Gillian, along with *Sugar*. <Rapid clips of the castaways are shown as Jeff names them>

**Randy - CONFSSIONAL:** The *immediate* vibe I get from the new Fang tribe is we're *screwed*.

Jeff Probst: <narration> The new Kota tribe was split down the middle between old Kota and old Fang. <The camera switches angles to show the six Kota members> It included allies Marcus, Jacquie, and Bob from Kota, <A wide view of the three original Kota members is shown> and Dan and Charlie, plus *Corinne* from Fang. <The camera now focuses in on a worried Charlie>

**Charlie - CONFSSIONAL:** I'm definitely very concerned that Corinne could flop to Kota at the drop of a hat, so <long pause> I don't know yet what I'm gonna do about that... <A prominent drumbeat is heard, before the camera shows a clip of castaways from both tribes running towards a yellow ball>

Jeff Probst: <narration> The new tribes immediately faced off in their first Reward Challenge... <Both Ace and Dan are shown, as a red ball then lands in Dan's yellow basket>

Jeff Probst: Dan steals it from Fang! <A close-up view of a frustrated Crystal is then shown next>

Crystal: <shouting> *Sugar*, come *on*! <The camera then focuses back in on Sugar>

Sugar: <shouting> "Come on" *what*? <Crystal can be heard shouting "Let's go!">

Jeff Probst: <narration> ...where the new Kota *easily* defeated Fang. <Jeff raises his arms>

Jeff Probst: <shouting> Kota wins Reward! <The camera shows the Kota members cheering>

Jeff Probst: <narration> In a strategic move, Dan and Charlie convinced their new tribe to send their ally Paloma to Exile, <Dan says "Paloma would take the Comfort"> hoping she would find the hidden *Immunity Idol*... <A clip of Paloma excitedly opening up the door of the luxurious hut is shown>

Jeff Probst: <narration> But Paloma was interested in more than just the clues on Exile. <The camera cuts ahead to show a clip of Paloma lying in the hammock and biting into a red apple>

Paloma: <talking aloud> Mmm, that was *yummy*! <laughs> <Paloma then exclaims "Delicious!">

Jeff Probst: <narration> She became the first castaway to eat the apple and give her tribe a *penalty*...

Jeff Probst: <narration> At the Immunity Challenge, <The music speeds up and becomes more dramatic, as the camera cuts ahead to show Bob and Charlie working on Kota's puzzle> the disadvantage proved too much to overcome, as Kota's teamwork earned them another *victory*. <Jeff is then shown looking over at Kota's puzzle, before he raises his arms>

Jeff Probst: <shouting> Kota wins Immunity! <The victorious Kota members are shown hugging>

Jeff Probst: <narration> With Tribal Council looming, <The defeated Fang members are then shown returning back to camp> Ken and Randy were determined to vote off *Gillian*,

but Ace insisted on taking Paloma out at the knees. <A wide view of Ace, Ken, and Randy talking is shown>

**Ace:** We can't have Paloma sticking around and joining back up with Dan and Charlie. <A reluctant Randy can now be seen nodding his head> This is the perfect opportunity for her to go *right* now.

**Jeff Probst:** <narration> But sensing she was in danger, <The camera shows Paloma and Ace, who are walking along a forested path> Paloma made an unprecedented move when she offered Ace the clues to the hidden Immunity Idol in exchange for her safety... <The camera shows Paloma>

**Paloma:** <to Ace> But, like, I'm not giving you any information until *tomorrow* because I don't want to be voted *out*. <An eerie shift in the music occurs, as Ace tenses his expression>

**Ace:** <to Paloma> You're not gonna be voted out. <Paloma says "I could still be, like, *blindsided*">

**Jeff Probst:** <narration> Seizing the opportunity to find the idol for himself, Ace then agreed to send Paloma's ally, *Gillian*, home instead. <The camera shows a close-up view of an unsuspecting Gillian>

**Ace - CONFSSIONAL:** As of five minutes ago, *Paloma* was going *home*, <laughs> and I need her to stay in the game simply so that I can get the *idol*. <A prominent sound is heard, as the camera shows a devious Ace> So now it's gonna have to be *Gillian*... <Ace and Ken are shown talking>

**Ace:** <to Ken> Look; <short pause> I've been thinking about what you said. <Ken now says "*Yeah*"> I mean, I'm *happy* to vote for Gillian if you and Randy think that's the best direction for us to go...

**Jeff Probst:** <narration> The other two votes he needed to form a majority came from Crystal and G.C., <Randy, G.C., and Crystal can then be seen talking together> who were both more than ready to shed their yellow buffs for **Fang** red. <A close-up view of Randy is shown next>

**Randy:** You can have a place with **Fang**, <long pause> and by **Fang**, I mean me, Ace, and Kenny.

**Crystal - CONFSSIONAL:** Right now I'm really *torn* because I really want to vote *Sugar* <The

camera fades out to show Sugar walking past the fire> but Randy has assured me and G.C. that we have a place with **Fang** if we go with whatever the group goes with, and right now, the group is going with *Gillian*. <'Tally the Vote' begins to play, as the camera shows the **Fang** members sitting down>

**Jeff Probst:** <narration> At Tribal Council... <The camera now zooms in on Sugar>

**Sugar:** *Crystal's* been fake ever since we got here... <An angered Crystal now turns her head>

**Crystal:** <talking loudly> How have I been *fake* to you?! <The camera cuts back to Sugar>

**Sugar:** Your personality just completely *changed* when you got to **Fang**. <Crystal shakes her head>

**Jeff Probst:** <narration> Even Crystal's disdain for Sugar wasn't enough to keep Gillian in the game. <Rapid views of Ken, Randy, G.C., and Crystal holding up their votes for Gillian are shown> With four votes against her, **Fang**'s oldest but most determined tribe member became the fifth person voted out. <A clip of a disappointed Gillian placing her torch into the slot in front of Jeff is shown>

**Jeff Probst:** Gillian, the tribe has spoken. <Jeff can now be seen snuffing out Gillian's torch>

**Jeff Probst:** <narration> *Thirteen* are left. <The camera shows Paloma grabbing her torch> *Who* will be voted out tonight? <An aerial view of the Tribal Council village is shown, as the screen fades out>

**Opening Credits:** 'Ancient Voices of Gabon' begins to play, as the camera shows a close-up view of the blazing sun shining down on the African grassland, and then abruptly cuts ahead to show a circle of silhouetted tribal dancers. A hippo can be seen emerging from the water and opening its mouth widely, before the **Survivor: Gabon** logo flashes onto the screen for a quick second. Two elephants are shown tromping side-by-side, before the camera shows an aerial view of a grassy cirque. The words "**18 Castaways**" now appear, as the camera shows a rapid clip of the nine **Fang** tribe members hiking through the grasslands. Their tribe name is then shown on a red challenge flag. The first castaway to be shown is **Corinne**. A clip of her walking in front of her tribe's hut is shown, before the camera shows a close-up view of a color-enhanced photo of her grinning. **Ace** is shown using a makeshift "fire bow," as he attempts to start a fire. The camera now cuts ahead to show a medium-sized photo of him with flames

flickering around it. A close-up view of a gorilla hanging on to two branches is shown. The camera shows **Michelle** pointing something out on the map, and then scrolls up to her face. A rapid clip of her smiling in a brightly colored photo is now shown. A rapid clip of an eagle perched watchfully in the treetops is shown next. **Gillian** is shown, as she walks through a grassy area. A large black-and-white photo of her with water running down it is then shown. The next castaway is **Charlie**. He is shown carrying an armful of firewood, before the camera abruptly cuts ahead to show a close-up photo of him smiling along the left side of the screen. **Dan** is then shown tethered to several tribemates, as he runs during the first Immunity Challenge. He is now shown in a faraway black-and-white photo. The camera rapidly zooms in on it, and focuses on it for a second, before fading out to show a hippo with its head half-submerged underwater. **Ken** can be seen working on repairing his tribe's hut. He is then shown in a medium-sized photo with water running down the left side of it. A clip of **Paloma** walking during the opening hike is shown. A brightly colored photo of her smiling widely is then shown. The camera shows a close-up view of a smirking **Randy**, before a large black-and-white photo of him flashes onto the screen, and the camera shows a view of a chimpanzee lumbering along the jungle floor. A fast-forwarded view of the sky is shown, as the clouds rapidly shift around a lone tree and day turns to night. The words "**39 Days**" appear on the screen, as the camera cuts ahead to show the starry night sky, and then abruptly cuts ahead to show a close-up view of the **Kota** tribe's yellow challenge flag. The camera shows **Bob** standing in his tribe's yellow canoe, and then fades out to show a close-up photo of him along the left side of the screen. **G.C.** is now shown carrying a long tree branch over his shoulder and then tossing it down. A color-enhanced photo of him with one corner burning is shown next. A python striking at the camera is now shown, before the camera shows the next castaway. **Kelly** can be seen walking alone in a jungle area, before the camera fades out to show a brightly colored photo of her with water running down it along the right side of the screen. A close-up view of **Jacquie** is shown, as she laughs at something and turns her head. The camera then shows a quick photo of her in the middle of the screen. **Marcus** is shown carrying a bundle of sticks, as the camera rapidly zooms in on him, and then fades out to show him smiling in a brightly colored photo with flames flickering around it. A close-up view of a leopard is shown next. The camera shows a clip of a determined **Crystal** running during a challenge. She is then shown in a photo with flames flickering around it. A herd of elephants is then shown roaming through the grasslands, before the camera shows a close-up view of a red river hog. The next castaway is **Sugar**, who is shown in a quick clip from camp, and then in a color-enhanced photo in the middle of the screen. **Matty** can now be seen forcefully chopping into a branch with the machete. A large black-and-white photo of him is then shown. An aerial view of several grassy islands is shown, as the camera scrolls around them. The last castaway to be shown is **Susie**. A close-up view of her emerging from a jungle area is shown, before the camera cuts ahead to show a large black-and-white photo of her. Lightning can be seen streaking across the dark sky. A quick clip of a tribal mask is then shown next. The camera shows a darkened view of the spooky Tribal Council village and scrolls across many shadowy figures and burning torches. The words "**1 Survivor**" appear on the screen, as the camera shows the silhouette of a castaway standing alone in front of a traditional African hut and holding up a torch triumphantly. Many rapid and indistinguishable images continue to flash onto the screen, before the camera shows the **Survivor: Gabon** logo and focuses on it for a few seconds. The theme music finishes, as the screen fades out.

## Fang Tribe - Night 14

<'Dark Magic' plays, as the infrared camera shows a close-up view of an intricate spider web and a spider can be seen dangling from it. The camera then fades out to show the seven remaining Fang members returning back to camp with their torches>

**G.C.:** Well, that kinda *sucked*! <laughs> <Sugar is shown again, as she puffs out her cheeks>

**Sugar:** <talking aloud> I hate Tribal Council... <The infrared camera now turns to Paloma>

**Paloma - CONFSSIONAL:** Tonight is a really, really sad night. Um, we just had Tribal Council and Gillian got voted off. <A wide view of several castaways is shown, as Paloma sets her torch up against the side of the hut> Yeah, I was *completely* blindsided... <A close-up view of the flickering fire is shown, as Ken can be seen crouched down in front of it>

**Ken:** I think Gillian was shocked by that *vote*, but <long pause> maybe now we'll win some Rewards and some Immunities... <The infrared camera goes back to Paloma again>

**Paloma:** <to Ken> Gillian wasn't *weak*. <A view of Ace is then shown next>

**Ace:** <to Paloma> *No*, you know, I admire her desire to *be* here... <Paloma is now shown>

**Paloma - CONFSSIONAL:** <continued> I had an alliance with Charlie and Dan, but especially *Charlie*, <The camera continues to focus on Paloma for a few seconds> but you know, now that we're all split up, it's just me by *myself*. <Ken can now be seen pouring rice out into a pot of water> Just me against the *world*... <laughs> <A prominent drumbeat is heard, as the infrared camera abruptly cuts ahead to show a clip of Sugar>

**Sugar:** <talking aloud> I'm still *here*... <laughs> <A frustrated Crystal sharply turns her head>

**Crystal - CONFSSIONAL:** Right now, my insides are *screaming*. <laughs> I'm just so *upset* with myself because my instincts never lie to me, and my instincts told me it was Sugar's time to *go*. <Sugar can now be seen scooping rice out of the pot> It's like, *damn*, this girl slid by another vote, you know? She got to be the luckiest girl in this *game*. <The infrared camera focuses back in on Crystal> But, <long pause> if I would've just written Sugar's name down on that paper tonight, she'd be gone *already*, so <pause> I'm gonna get rid of her... <The camera shows a close-up view of an uncomfortable Sugar, before the screen abruptly fades out>

## Kota Tribe - Day 15

<A fast-forwarded view of the sky is shown, as night turns to day and several silhouetted trees can be seen. The camera now fades out to show the Kota tribe's torches leaning against their hut, before scrolling over to their yellow tribe flag. A clip of Bob, Charlie, and Jacquie walking down to the dock is then shown next, as the camera focuses on them>

**Bob:** <to Charlie> Gonna be another *hot* one... <Charlie can then be seen crouching down and pulling up the fishing net and beginning to spread it out>



**Charlie:** <to Bob> I know, it is; <short pause> it's getting hotter too... <Bob is now shown>

**Bob:** <to Charlie> How many have we *got* down there? <Several small and medium-sized fish can be seen caught in the net, before the camera zooms in on a catfish>

**Charlie:** A *catfish*... <The camera then switches angles to show a smiling Jacquie>

**Jacquie:** <excitedly> Oh my *God*! There's so many *fish*! <Charlie is heard saying "*Nice!*">

**Bob - CONFESSIONAL:** Things are going very well in the new **Kota** tribe. You know, we were fortunate enough to win fishing gear, potatoes, and seasonings, <Bob can be seen sprinkling paprika onto potatoes> um, two *Reward* Challenges ago, so we're eating very *well*, <A clip of Bob stirring a pot is shown> and I'm really starting to enjoy some of the, uh, new *members*...

**Dan:** When's the new *restaurant* opening up, Bob? <laughs> <The camera zooms in on Bob>

**Bob - CONFESSIONAL:** <continued> The dynamic is *positive* and everyone's contributing; everyone's *cooperating*; well, all except for *Corinne*... <An eerie shift in the music occurs, before a smirking Corinne is shown. The camera shows a close-up view of the **Kota** tribe's flickering fire, and then fades out to show both Marcus and Dan talking at the water well>

**Dan:** Corinne doesn't even want to be here. I mean, it's that obvious that she's *hating* life...

**Marcus:** <to Dan> You know what I mean, then why even come? <The camera turns to Dan>

**Dan:** <to Marcus> Better than her *job*, I guess. <Marcus then asks "The million *dollars*?"> I mean, the money's definitely her main motivation more than anything else... <Another view of Marcus is shown again, as he pours water into his canteen>

**Marcus:** <to Dan> I think that's sad because I'd rather see, like, someone who's genuinely excited about the experience [inaudible]... <A close-up view of Dan is shown, as he nods>

**Dan:** <to Marcus> *Absolutely*... <The camera now cuts back to Marcus again>

**Marcus - CONFESSIONAL:** I guess the thing that really bothers me about Corinne is that she's so adamant about not caring about the game as much as the *financial* aspect. <The camera now cuts back to Corinne> I mean, *obviously* we all want to win the million dollars. Whatever, *fine*, but if your sole purpose for *being* here is to make money, <The camera returns to both Marcus and Dan again, as Dan hands Marcus another canteen> you could've done that at home... <The camera continues to focus on Marcus for a few seconds>

**Marcus:** I mean, considering the fact that she's so open about not enjoying *life*, <Dan can be heard saying "I don't get it"> I'd almost rather her quit than be... <Dan is then shown again>

**Dan:** <to Marcus> A *crappy* person to be around? <Marcus then says "Exactly; *yeah*">

**Marcus - CONFESSIONAL:** <continued> This is a once-in-a-lifetime experience that hopefully, you know, will change all of us for the *better*, <short pause> and at this point, I haven't really seen any change in *Corinne*... <The camera abruptly

cuts ahead to show a frustrated Corinne sitting on a log by the fire, before she screams and then jumps up>

**Corinne:** <shouting> [Censored] *ants!* <A clip of several large ants scurrying across the log is shown, before the camera turns back to a furious Corinne>

**Corinne - CONFESSIOAL:** This is somebody's idea of a cruel joke. Yeah; I'm questioning a *hundred* times a day why I agreed to put myself through this. These people are *boring*. <A clip of Charlie and Jacquie talking and laughing is shown> They have no *personalities*. <Bob is then shown next> I mean, I can't stand *any* of these people. <Another close-up view of a glaring Corinne is now shown> I'm definitely not **Kota**. *I'm Fang*. <pause> Yellow doesn't even look *good* on me... <laughs> <The screen abruptly fades out>

## **Fang Tribe - Day 15**

<'Road You On' plays, as the camera scrolls above a lake and then cuts ahead to show a clip of two elephants tromping through the grassland. A close-up view of the **Fang** tribe's flickering fire is shown, before the camera zooms in on a log, and it crackles within the flames. The camera abruptly cuts ahead to show Paloma and Ace whispering to each other beside the hut>

**Ace:** <to Paloma> You and I need to get this *idol*... <The camera zooms in on Paloma>

**Paloma - CONFESSIOAL:** Yesterday, I got back from Exile and I have four clues for the hidden Immunity Idol, so of course Ace has been on me like a *leech*. <The camera continues to show Ace, as he speaks to Paloma> Um, the last clue definitely makes me think it's buried under the **Fang** flag, <A close-up view of the red tribal flag is shown> but you know, I can't *dig*, like, a big hole all by myself with my short little arms. <The camera now scrolls beneath the flag and zooms in on the ground> I *tried*... <laughs> <Paloma is then shown again>

**Paloma:** <to Ace> What can we dig with? We don't even have a *shovel*. <Ace is shown>

**Ace:** <to Paloma> Oh, *I* can use my arms if you want... <The camera zooms in on Paloma>

**Paloma - CONFESSIOAL:** <continued> I did make a deal with Ace that I would give him the clues so we could share the idol, and <long pause> *I* definitely don't trust Ace as far as I could *throw* him, but I mean, everyone else voted off *Gillian*, so who else am I gonna *ask*? <The camera now cuts back to Ace and Paloma again>

**Paloma:** <to Ace> One of us needs to get people, like, out of camp, you know? <A pensive Ace is then shown nodding dramatically, as the camera zooms in on him>

**Ace:** <to Paloma> If you want me to take them out, that's up to *you*, but I think I have a greater physical capacity to *dig*, <Paloma says "*Yeah*"> so I could find it, you know, a lot more *expeditiously* and without arousing any suspicion... <Paloma subtly nods her head>

**Paloma:** <to Ace> Yeah; you're a much better *digger* than me anyway... <Ace is now shown>

**Ace:** <to Paloma> And then once we have it in our hands, we *share* completely... <The camera then focuses back in on a thoughtful-looking Paloma>

**Paloma:** <whispering> Okay; <short pause> it's buried under the flag... <Ace now looks up>

**Ace:** <to Paloma> Under the flag? <The camera continues to show a contemplative Ace>

**Ace - CONFESSIOAL:** Fortunately, I can be very *persuasive* and little Paloma fell victim to my Jedi mind trick quite easily, you know, to let *me* be the one to actually dig and find the idol, so <short pause> she decided to take the tribe out on an excursion... <A rapid view of Paloma is shown, before the camera zooms out to show several **Fang** members>

**Paloma:** I just want to see if we can, like, find any fruit to *eat*... <Ace is then shown again>

**Ace - CONFESSIOAL:** <continued> I don't know if it's to find *fruit* or *what* exactly the excuse is, <A clip of the other **Fang** members walking through a jungle area is shown> but <long pause> that gives me my *opportunity*. <The camera abruptly cuts ahead to show Ace frantically digging under the tribe flag> I'm gonna essentially *steal* the idol in a way that's within the *rules*... <A spooky music now begins to play, as the camera shows a clip of frightened antelope running through the grassland, and then goes back to Ace, who unearths the idol>

**Ace:** <talking aloud> The *idol*! <The camera continues to focus on an excited Ace for a few seconds, as he unwraps the idol and then holds it out>

**Ace:** <to camera> That was not difficult. That was actually quite *effortless*, really. <Ace begins to re-cover the hole with dirt> Now I literally *do* have an *ace* up my sleeve. <A comical sound is heard, as Ace raises his eyebrows> No pun intended... <laughs> <Ace is shown again>

**Ace - CONFESSIOAL:** I can't believe Paloma actually *told* me exactly where the idol was. <laughs> I mean, I'm not exactly winning any awards for the "Most Trustworthy," <A clip of Ace rushing along a jungle path is shown, before he stashes the idol in a bush> so <long pause> even though there's the *illusion* right now of sharing this idol with Paloma, this idol is really all about Ace. <Ace is shown again> *Paloma's* not gonna know I *found* it... <laughs> <An eerie sound is heard, as the camera shows a snake striking into a tiny rodent, as it frantically struggles to escape. The camera then shows Paloma and Ace talking in a jungle clearing>

**Ace:** <to Paloma> How confident are you that it's under the flag? <Paloma is then shown>

**Paloma:** <to Ace> Like, *100%*. That's where it *was*... <Ace condescendingly shakes his head>

**Ace:** <to Paloma> It's *not*. <The camera shows a worried Paloma> That's the honest *truth*. Look at my *pockets*... <Ace then reaches into his pockets and pulls them up empty>

**Paloma:** You better be joking with me. <The camera returns to an expressionless Ace>

**Ace:** <to Paloma> I voted for *Sugar* last night. I wouldn't [censored] you over; <short pause> *you* know that. <There is an extended silence, as the camera continues to focus on both Paloma and Ace> There's nothing under the *flag*, Paloma... <A prominent drumbeat is heard, as the camera shows a dismayed Paloma with a stunned expression on her face>

**Paloma - CONFESSIOAL:** Right at that moment, I *knew*, like, I'd been *had* by Ace. <Ace is then shown again> That's what I get for trusting a *snake*, basically. I should have *expected* it...

**Paloma:** <to Ace> How far down did you *look*?! <The camera turns back to a calculating Ace>

**Ace:** <to Paloma> I went down at *least* three feet. <Paloma now makes an unconvinced face> I mean, I dug a *big* hole. <Paloma asks “You *did*?”>

**Paloma:** <to Ace> Well there’s nowhere else it could *be*... <The camera goes back to Ace>

**Ace:** <to Paloma> There *has* to be another place. <A somber Paloma is then shown, as she continues to speak to Ace and he says “I’m telling you, it’s not the flag”>

**Paloma - CONFSSIONAL:** <continued> *Obviously* it’s the flag. Like, I’m not that stupid to be wrong about the clue, but Ace, like, thinks I’m *dumb*... <The camera now returns to Ace>

**Ace:** <to Paloma> Well, I mean, either that, or maybe *Randy* found it... <Paloma is shown>

**Paloma - CONFSSIONAL:** My opinion is definitely that Ace found the idol and now he’s trying to, like, *hoard* it and keep it for himself. <Another clip of both Ace and Paloma is now shown> You know, well, <pause> I’m *gonna* get the idol from him or *he’s* gonna get *blindsided* at Tribal. <laughs> He’s not gonna use it on himself; <short pause> I guarantee *that*. <A close-up view of a contemplative Paloma is shown next> I’ll pretend that I believe him and I’m still *with* him, but like, I’m *not*. <The camera scrolls back over to a confident Ace> Ace is askin’ for a *blindsided*... <A prominent drumbeat is heard, before an overhead view of the vast jungle is shown and the camera flies above it. The camera fades into a clip of a monkey climbing across a branch, and then scrolls down to show Ace crouched down in a jungle area with the idol>

**Ace - CONFSSIONAL:** Now that I have the idol in *my* possession, the game is changed in that I *obviously* can’t be voted out. <The camera continues to focus on the hidden Immunity Idol in Ace’s hands> You know, make no *mistake*; <short pause> I’m in complete *control* at the moment, and I will continue to have the game go in the direction that I want it to go, which is *Paloma* goes next... <laughs> <The camera abruptly cuts back to the **Fang** tribe’s main camp area, as Paloma can be seen tending to the fire by herself>

**Paloma:** <talking aloud> You think you’re gonna get further than me; well, we’ll see what happens... <A log can now be seen crackling and crumbling, before Ace is shown again>

**Ace - CONFSSIONAL:** <continued> If you play with fire, eventually you’re gonna get burned, and <long pause> Paloma *did*. <Ace then shrugs carelessly> *Oh* well... <A prominent drumbeat is heard, before the camera shows a clip of Paloma looking down into the enchanting flames. The screen then abruptly fades out>

## **Kota Tribe - Day 15**

<‘Passing Clouds’ plays, as the camera shows a view of a swampy lake and clouds can be seen shifting in the sky above it. A rapid clip of the **Kota** tribe’s flag is then shown, before the camera cuts ahead to show Corinne, Charlie, and Dan talking by the lake>



**Corinne:** Do I have anything to worry about with Ace? <Charlie is shown adjusting his buff>

**Charlie:** <to Corinne> Ace is *not* gonna go home. <An unconvinced Corinne exclaims “Really?”!> No one’s even thought about booting Ace... <There is a prominent drumbeat, as the camera shows a wide-eyed Corinne raising her eyebrows>

**Corinne:** <to Charlie> No one’s *thought* about booting Ace? <Charlie says “No”> Um, is there an *extinguisher* anywhere ‘cause *someone’s* pants are on fire! <Charlie shifts his expression, as he asks “What?”> *Liar!* <The camera continues to show an uncomfortable Charlie>

**Charlie:** <to Corinne> *How* is Ace gonna go *home*? <Corinne then makes a harsh face>

**Corinne:** <to Charlie> Look; it doesn’t matter how; <short pause> if Ace goes, *you* go; <A surprised Dan now looks up> and <long pause> if *I* get voted out, <A wide-eyed Charlie is shown with an uneasy look on his face> Ace is voting out *Paloma*, so we’re all stuck in this together at *least* until the *merge*. <Dan begins to say something, as Corinne interrupts him>

**Charlie - CONFSSIONAL:** Ending up with Corinne after the switch-up was supposed to make our first Tribal Council *easier* because the tribe was just going to vote her out *unanimously*, <The camera continues to focus on a stern Corinne for a few seconds> but now Corinne is *threatening* that if she gets voted out Ace would retaliate against our ally, which is *Paloma*, <Another close-up view of Charlie is shown next> so <pause> it’s almost like she’s holding us hostage until we agree to meet to her terms... <laughs> <Corinne is shown again>

**Corinne:** Like, I’ll *throw challenges* to get rid of you. That’s not even a question, so <long pause> don’t try and pull a *fast* one... <The camera zooms out to show a wide view of the three former **Fang** members, as a surprised Dan says “Wow”>

**Charlie - CONFSSIONAL:** <continued> On one hand, it’s a smart *strategy*, but at the same time, I’m definitely gonna turn it around on her and deal her that same card right back because I don’t like being threatened; <short pause> especially not by *Corinne*... <Charlie is shown>

**Charlie:** <to Corinne> You know, we could easily say the same thing. <A side view of a wide-eyed Corinne is shown, as she says “Mm *hmm*”> So if one of us goes, then Paloma votes Ace.

**Corinne:** <to Charlie> That’s why I said we’re all stuck in this *together*. <Corinne taps the side of her head dramatically> Are you not keeping *up*?! <Charlie is now shown again>

**Charlie:** <to Corinne> I’m keeping up just fine... <laughs> <The camera returns to Corinne>

**Corinne:** Alright, so <long pause> you play nice with *me*; <short pause> I’ll play nice with *you*.

**Charlie:** <to Corinne> I’m all *about* playing nice... <laughs> <A close-up view of a glaring Corinne is shown, before the camera scrolls across the three **Kota** members>

**Corinne - CONFSSIONAL:** With this tribe swap the other day, I’m, like, stuck in an alliance with Dan and Charlie, which is *horrible* because they’re the exact kind of people I don’t get along with. <The camera focuses back in on a calm-looking Charlie>

**Charlie:** <to Corinne> Truce... <Corinne nods her head, and says "Okay, *truce*">

**Corinne - CONFSSIONAL:** <continued> You know, they're so nice that it almost seems *fake*. <A close-up view of Dan is shown next> For me to have to put *up* with these people, it should be \$10 million, *not* a *million*... <A prominent drumbeat is heard, as the camera abruptly cuts ahead to show the six **Kota** members gathered around the fire>

**Marcus:** So who do you guys think they voted out? <Indistinct chatter can be heard among the castaways, before the camera zooms in on Marcus>

**Marcus - CONFSSIONAL:** This morning, we're all sitting around and kinda speculating about who was voted off at **Fang**'s Tribal Council last night. <A quick view of Jacquie is shown> That's actually gonna be key to any planning that we do as the new **Kota** tribe, um, to see if they're booting off **Fang** members or **Kota** members because **Kota**'s already at a numbers disadvantage... <The camera focuses back in on Marcus>

**Marcus:** This is when we're gonna find out who we're dealing with. <Jacquie can be seen nodding her head> I feel like Sugar or Crystal's probably a good bet... <Dan is shown next, as he takes a bite out of a Gabonese pair and begins to chew it>

**Dan:** <to Marcus> Even *Gillian* because [inaudible] Randy and *Ken*. <Marcus is shown again>

**Marcus:** Yeah; <short pause> I mean, if it wasn't one of those three, I can't imagine what went down there... <The camera then shows Bob, as he says "Well, *my vote's for Crystal*">

**Marcus - CONFSSIONAL:** <continued> Obviously, Tribal Council can be unpredictable, so I can't really say that anyone would *shock* me, <Another wide view of several **Kota** members is shown> but it would definitely be a bit of a surprise if it wasn't one of the previous **Kota** members. <There is a prominent drumbeat, as the screen fades out>

## Reward Challenge - Staircase to the Stars

<'The Bends' begins to play, as the camera shows an aerial view of a steep hilly valley, and then zooms ahead to the challenge area where tribe-colored steps can be seen on the ground. The camera then fades out to show yellow cog-like puzzle pieces, before turning to Jeff>

**Jeff Probst:** <talking loudly> Come on *in*, guys! <The camera switches angles to show a faraway view of the **Kota** tribe walking in to the challenge area, and then zooms in on Dan, Charlie, and Marcus. A quick view of Bob is shown, before the camera cuts ahead to show the six **Kota** members assembling into a group on their yellow tribe mat>

**Jeff Probst:** **Kota**, getting your first look at the new **Fang** tribe... <A wide view of the entire challenge area is now shown, as the seven **Fang** members can be seen walking in single file towards their red mat. The camera shows the **Kota** members looking towards them>

**Jacquie:** <whispering> Not Sugar; not Sugar... <The camera then switches angles to show both Crystal and G.C., before scrolling over to a smiling Sugar>

**Sugar:** <talking aloud> Look who it *is*... <laughs> <A surprised Charlie is shown next>

**Jeff Probst:** *Gillian* voted out at the last Tribal Council. <A prominent sound is heard, as the camera shows a surprised Dan raising his eyebrows, and then turns to Ace, who plunges **Fang**'s red challenge flag into the ground. Jeff is shown again>

**Jeff Probst:** Alright; <short pause> you guys ready to get to today's Reward Challenge? <The camera shows the entire **Fang** tribe again, as the castaways nod their heads excitedly>

**Sugar:** Yes! <Another close-up view of Crystal is shown, before the camera returns to Jeff>

**Jeff Probst:** For today's challenge, each tribe will race to arrange a series of logs from shortest to tallest, <A male castaway is shown placing a short log into place for **Fang**> as you build a staircase to the top of the tower. <The camera then shows a clip of the **Kota** tribe's completed staircase> Once you've completed the staircase, three tribe members will sail down a zip line, <A view of a female castaway's hands is shown, as she goes down the zip line> retrieve a set of sprocket-shaped puzzle pieces, <The camera now shows a male castaway grabbing one of **Fang**'s sets of red puzzle pieces> race back to the top of the tower. <The camera now rapidly scrolls up a yellow ladder, before returning to Jeff> Then the *next* person goes. <A wide view of both tribes is shown, as the castaways listen intently> The three *remaining* tribe members will then *arrange* those seven pieces so they work together, <The camera cuts ahead to show **Kota**'s incomplete sprocket puzzle> allowing you to raise a *flag*. <A male castaway is then shown turning one of **Fang**'s cogs> First tribe to raise their flag wins Reward. <A clip of **Fang**'s red flag rising into the air is then shown, before the camera goes back to Jeff>

**Jeff Probst:** Wanna know what you're playing for? <The camera shows rapid clips of both tribes, as the excited castaways respond with an enthusiastic "Yes!">

**G.C.:** Yay-uh! <The camera switches angles to show another view of Jeff again>

**Jeff Probst:** I think you're gonna *like* it: <Jeff is now shown lifting the cover off of a large tray of pizzas> pizza and *beer* delivered to your camp this afternoon. <The camera scrolls across several pizzas, and then zooms in on an ice bucket with four bottles of beer in it>

**Dan:** Oh, *pizza*! <A view of an excited Dan is shown, before the camera returns to Jeff>

**Jeff Probst:** For desert, *brownies*. <A plate with three large brownies on it is then shown, as excited gasps can be heard from the castaways. The camera then focuses back in on Jeff>

**Jeff Probst:** In addition, the winning tribe will send one member of the losing tribe to Exile. <A wide view of all six **Kota** members is shown, before the camera goes back to Jeff>

**Jeff Probst:** Worth playing for? <A smiling Dan can now be seen nodding his head>

**Dan:** *Definitely...* <Another close-up view of Jeff is shown next>

**Jeff Probst:** **Fang**, you have one extra member; <short pause> sitting somebody out, <A wide view of the entire **Fang** tribe is shown> keeping in mind you cannot sit out the same person in back-to-back challenges. <The camera shows a quick clip of the six **Kota** members again, and then abruptly cuts back to the seven **Fang** members>

**Ace:** *Sugar's* sitting out... <The camera now scrolls over to Sugar, as she subtly nods>

**Jeff Probst:** Sugar's gonna sit this one out. <Jeff is then shown pointing towards a wooden bench> Sugar, take a spot on the bench. <Sugar can now be seen walking away from her **Fang** tribemates> Everybody else, I'll give you a minute to strategize; <short pause> we'll get started... <A wide view of the entire challenge area is now shown, before the camera shows close-up views of both **Fang**'s and **Kota**'s challenge flags, and then fades out to show rapid clips of the stepping logs and the sprocket-shaped puzzle pieces. Jeff is then shown>

**Jeff Probst:** <talking loudly> Here we go! For *Reward*! <A quick clip of the six **Fang** members standing on their red mat is shown> Survivors ready?! <Jeff can now be seen lowering his arm> *GO*! <The music speeds up and becomes more dramatic, as the camera shows an aerial view of the challenge area and the six castaways from both tribes race ahead>

**Jeff Probst:** <narration> Everybody *off*! <A side view of the castaways racing across the ground is shown, before the camera cuts ahead to show the **Fang** members arriving at their jumbled pile of logs. Randy can be seen grabbing one of the shorter red logs>

**Jeff Probst:** <narration> You're lookin' to build a staircase of logs from shortest to *tallest*! <A rapid clip of Corinne dragging a tall yellow log is shown> Gotta figure out the order! <The camera now shows quick views of several castaways from both tribes with logs>

**Jeff Probst:** <narration> These logs are heavier than they *look*! <Ken is shown struggling to carry a log for **Fang**, before the camera switches angles to show both Jacquie and Bob>

**Jeff Probst:** <narration> Some people *carrying*! <Marcus is now shown carrying a large log and setting it down> Some people *draggin'*... <Charlie can be seen trying to drag two small logs>

**Corinne:** <to Charlie> Do *one* at a time! <The camera then zooms out to show a wide view of the entire challenge area, as both tribes can be seen>

**Jeff Probst:** <narration> There are a lot of *logs*! <Corinne is now shown setting one of the medium-sized logs into place, before the camera turns to Dan, who is carrying another log>

**Dan:** <talking loudly> This one's *taller*! <Corinne looks towards Dan and pulls the log out of its slot, before the camera switches angles to show a clip of Marcus>

**Marcus:** Guys, don't *panic*... <Dan then sets his log down into the slot where Corinne's was>

**Dan:** <to Corinne> Don't put them *in* until we can order them and make sure they're right! <A wide view of the **Kota** tribe's logs lying on the ground in relative order is shown. The camera then switches angles to show several other castaways carrying colored logs>

**Jeff Probst:** <narration> Gonna have to work together or this is gonna be really *frustrating*...

**Randy:** *Awesome. Let them fall apart*... <Randy is shown setting one of **Fang**'s red logs down, before the camera shows Paloma positioning the smallest log into the first slot>

**Jeff Probst:** <narration> Both tribes have a good system! <Rapid clips of castaways from both tribes positioning logs are shown> Workin' on as hard as they can... <A wide view of the **Fang** members ordering their logs is now shown>



**Ken:** We *got* all of them? <G.C. and Paloma are now shown placing another log into its slot>

**Jeff Probst:** <narration> Pizza, beer, brownies. How much do you want this Reward? <The camera switches angles to show Dan carrying **Kota**'s final log towards the tower. Jacquie is then shown, as she begins to place one of the taller logs>

**Dan:** <shouting> Jacquie, *wait!* <Dan says "Check *this* one!," before Marcus is shown>

**Marcus:** Stay *calm*, guys... <A close-up view of a frantic Dan is shown. The camera then cuts back to the **Fang** members, as they continue to make progress on their staircase>

**Jeff Probst:** <narration> Crystal and Ace with the last log for **Fang**... <A clip of Crystal and Ace both maneuvering the tallest log into its slot is then shown>

**Ace:** <to Crystal> *Drop* it. <Indistinct shouting is heard, as Crystal yells "Go, go, go," and the six **Fang** members begin to race up their staircase>

**Jeff Probst:** <narration> **Fang** *has* it! **Fang** first up the staircase! <Another quick view of the **Kota** members positioning their logs is shown, before the camera returns to the **Fang** members, who are now at the top of the tower. Randy then grabs onto the first flying fox>

**Jeff Probst:** <narration> Randy, go! <Randy begins to swing down the zip line, as the camera focuses on him for a few seconds and he pumps his legs to gain momentum>

**Sugar:** You got it, Randy! <Randy arrives at the end of the zip line and lets go of the handle>

**Jeff Probst:** <narration> Randy first down the zip line for **Fang**! <Randy can be seen grabbing the first set of sprocket-shaped puzzle pieces and beginning to run back towards the tower>

**Jeff Probst:** <narration> Randy has his puzzle pieces. He's heading *back*! <The camera then switches angles to show the frantic **Kota** members placing their final log into place>

**Jeff Probst:** <narration> **Kota** puts in the last log! <Marcus shouts "Go!"> That's *it!* Get to the top! <The camera shows the six **Kota** members racing up their staircase, before Jacquie slips near the middle and falls down to the ground. A prominent drumbeat is heard, as Jeff turns his head and winces. A clearly hurting Jacquie then grabs her knee>

**Jeff Probst:** <narration> Oh, Jacquie takes a *huge* fall! <Jacquie struggles back to her feet>

**Marcus:** You *alright*, Jacquie? <Jacquie limps back over to the staircase and climbs onto the shortest log, as the camera continues to show her for a few seconds>

**Jeff Probst:** <narration> Jacquie looks *injured*. <The camera then cuts back to the **Fang** tribe, as Randy arrives at the top of the ladder and rejoins his tribemates on the tower>

**Jeff Probst:** <narration> Randy back for **Fang**! <Crystal is then shown waiting at the second flying fox> Crystal, *go*! <Crystal begins to swing down the zip line, as she shouts. The camera now returns to **Kota** again, as Jacquie slowly climbs up the staircase>

**Marcus:** Come on, Jacquie... <Corinne can be heard saying "You got it, Jacquie">

**Jeff Probst:** <narration> Once all six are at the top, you can go! <Jacquie is now shown arriving at the top of the tower, before Marcus races over to the flying fox and jumps onto it>

**Jeff Probst:** <narration> Marcus racin' down the zip line for **Kota**! <The camera shows Marcus quickly sailing down the zip line> **Fang** with a *huge* lead at this point! <Dan is shown with a dismayed look on his face, as a determined Crystal can be seen grabbing **Fang**'s second set of puzzle pieces, and then running back towards the tower>

**Jeff Probst:** <narration> Crystal running as fast as she can! <A quick view of Ken is shown>

**Ken:** Let's go, Crystal! <Crystal is now shown arriving at the ladder, as she begins to climb it>

**Jeff Probst:** <narration> Now she's gotta get back to the *top*! <Marcus is now shown letting go of the flying fox and grabbing **Kota**'s first set of puzzle pieces>

**Jeff Probst:** <narration> Marcus has the puzzle pieces for **Kota**. He's racing back! <An aerial view of the challenge area is shown, as Crystal arrives back at the top of the tower and Marcus can be seen racing back for **Kota**>

**Jeff Probst:** <narration> G.C. heading out for **Fang**! <G.C. is now shown sliding down the zip line, as Dan looks towards him> Dan still waiting for his chance to go! <Marcus now arrives back at the top of the tower, as Dan begins to swing down the zip line>

**Jeff Probst:** <narration> G.C. and Dan both getting some momentum! <The camera shows a wide view of both men, as G.C. arrives at the end of the line first. He lets go of the handle, and then grabs **Fang**'s third and final set of puzzle pieces. He now begins to run ahead>

**Jeff Probst:** <narration> G.C. comin' back for **Fang**! <Dan is then shown grabbing **Kota**'s set>

**Sugar:** <to G.C.> Go, go, go, go, go! <Dan now begins to race back towards the tower>

**Jeff Probst:** <narration> Dan has the puzzle pieces for **Kota**! *He's* racing back! <A clip of the other five **Kota** members at the top of the tower is shown next>

**Corinne:** Come on, **Kota**. You guys *got* this! Come on... <Dan now runs past a tiring G.C.>

**Jeff Probst:** <narration> G.C., don't slow *down*! You gotta climb up the ladder! <The camera focuses on Dan, as he begins to climb up **Kota**'s ladder, and indistinct shouting is heard>

**Jeff Probst:** <narration> Dan is back! Go, Corinne! <Corinne begins to swing down the line>

**Jacquie:** <shouting> Go *Corinne*! <The camera continues to show Corinne for a few seconds>

**Jeff Probst:** <narration> Corinne racing down the zip line! <Another view of a worn-out G.C. is shown, as he reaches the top of the tower and Crystal helps pull him up>

**Jeff Probst:** <narration> G.C.'s back with the third set of *puzzle* pieces! <Ken, Paloma, and Ace can be seen frantically grabbing the puzzle pieces> Take over! Start working on the puzzle!

**Jeff Probst:** <narration> G.C.'s completely *exhausted*... <G.C. is now shown bent over with his hands on his knees, as he tries to catch his breath. Corinne is then

shown reaching the end of the zip line, as she lets go of the handle and picks up Kota's final set of puzzle pieces>

Jeff Probst: <narration> Corinne's got the final set of puzzle pieces for Kota!

<Jacquie is heard shouting "Go Corinne" again, as Corinne begins to race back. A rapid clip of Ace, Ken, and Paloma working on Fang's cog puzzle is then shown>

Paloma: I think this one goes right *here*! <Paloma now places one of the smallest sprockets between two larger ones. The camera then switches angles to show Corinne arriving back at the top of the tower for Kota>

Jeff Probst: <narration> Corinne is *back*! Start working on the *puzzle*! <A wide view of Charlie, Bob, and Jacquie is shown, as they begin to work on the puzzle> You're not *out* of it! <The camera shows Bob placing one of the largest yellow cogs onto Kota's puzzle board>

Jeff Probst: <narration> All the pieces must interlock so that when you turn them, you raise the flag! <Dan can be heard shouting "We can still do it," as Ace places another cog for Fang>

Ace: <talking aloud> *Right* there! <The camera then cuts back to Kota again>

Jeff Probst: <narration> Both tribes getting it *together*. <A clip of Bob, Jacquie, and Charlie working is shown, before the camera scrolls over to the other three Kota members>

Dan: <talking loudly> That one right *there*, Bob! <Dan can be seen pointing to the puzzle board, as Bob places the cog into the board. The camera then zooms out to show Fang again>

Jeff Probst: <narration> The key to this is gonna be remaining calm! <An uneasy Dan is shown with his arms behind his head, before Charlie moves the cog Bob just set down>

Charlie: <to Bob> This is the wrong one... <The camera shows a quick view of Bob>

Bob: Oh, shoot. <The music speeds up and becomes more dramatic, as the camera focuses back in on Fang for a few seconds, and indistinct shouting is heard>

Jeff Probst: <narration> Kenny, Paloma, and Ace working well together, <Ace can be heard saying "It's done," as he places the final sprocket onto Fang's board> but will the pieces turn to raise the flag? <A rapid clip of a somber Marcus is shown next>

Marcus: It's alright, Kota; you *got* this... <The camera abruptly cuts back to Fang>

Ken: This is it... <Ken now begins to turn the sprockets, as the camera shows the Fang tribe's red flag rising into the air. Jeff can then be seen raising his arms>

Jeff Probst: <shouting> Fang wins Reward! <'Heroes' plays, as the victorious Fang members erupt with thunderous cheers and hug each other. A smiling Crystal is shown clapping, before the camera turns to show the defeated Kota tribe. Dan shakes his head disappointedly, before the camera cuts ahead to show both tribes reassembled on their respective mats>

Jeff Probst: Fang, congratulations. Pizza, beer, brownies... <An overwhelmed Dan is shown>

Dan: <talking aloud> *Wow*... <The camera then shows the Fang tribe again>

Jeff Probst: Randy, you look *shocked*. <A bewildered Randy then nods his head>

Randy: Um, *completely*... <Crystal nods dramatically, before the camera goes back to Jeff>

Jeff Probst: Alright, Fang; <long pause> who're you gonna send from Kota to Exile? <The camera now focuses back in on the joyous Fang members again>

Paloma: Um, Corinne... <An uneasy Charlie can then be seen shifting his expression>

Jeff Probst: Corinne goin' to Exile. <A prominent sound is heard, as the camera shows a Corinne raising her eyebrows and then walking over to Jeff, who hands her a map> Corinne, you will return in time for the next Immunity Challenge. <Corinne is then shown smirking>

Corinne: Thank you, Jeff! <Ace is shown with an expressionless look on his face, before the camera turns to show Corinne walking out of the challenge area. Jeff is now shown again>

Jeff Probst: Kota, got nothing for you. <A sad-looking Jacquie can be seen subtly nodding her head> Grab your stuff; <short pause> head back to camp. <A clip of the defeated Kota tribe walking out of the challenge area is shown, before the camera zooms in on Dan>

**Dan - CONFESSIOANAL:** Losing out on the pizza was a huge disappointment because I love food; I really do. <laughs> But, you know, I *panicked* a few times during the challenge, <The camera now turns to Jacquie and Charlie> and <pause> that's definitely one of my demons I'm hoping to slay is to, um, get past some of my *anxieties* and be a more confident person. <A thoughtful Dan is shown again> I don't want it to affect another performance in a *challenge*...

Jeff Probst: Fang, congratulations. Pizza, beer, and brownies delivered to your camp this afternoon. <A close-up view of a smiling G.C. is shown> Head on out, guys! Enjoy! <The camera shows the overjoyed Fang members walking out of the challenge area. Another view of the somber Kota members is then shown, before the camera goes back to Fang, and Crystal can be seen high-fiving Ace. The screen then fades out>

## Fang Tribe - Day 15

<'Good News' plays, as the camera shows a blurry view of the Fang tribe's flag and then sharpens its image, before fading out to show the seven victorious castaways returning back to camp. Indistinct shouting and cheering is heard, as the camera zooms in on Randy>

**Randy - CONFESSIOANAL:** I'm not exactly sure *how* we managed to win, but <pause> Fang *won* the Reward Challenge. <Ace can be seen setting the challenge flag down> The Reward was pizza, beer, and brownies, and <long pause> we decided we were gonna send Corinne to Exile. <A wide view of several Fang members standing together is then shown>

Crystal: You think she gonna take the *comfort*? <The camera now turns to Randy>

Randy: <to Crystal> I *know* she is. <The camera continues to show Randy for a few seconds>

**Randy - CONFESSIOANAL:** <continued> Corinne has been bitching and complaining since the first day. I have *no* doubt she'll take comfort, and you know, <pause> short of *cheating*, that might be the only chance we have at winning *Immunity*... <An upbeat music now begins to play, as the camera shows six assorted pizzas, a tray of brownies, a plate of garlic bread and a bucket of ice-cold beer laid out on a picnic table, as the Fang members gather around it>



**G.C.:** [inaudible] just start eating stuff? <Randy is shown reaching for a slice of pizza>

**Randy:** Yeah; let's eat... <G.C. can be heard saying "Chow *down*," as the camera shows Ken>

**Ken - CONFESSIOAL:** It was nice for **Fang** to finally win a Reward. <G.C. is shown eating a piece of garlic bread> I mean, here I am, this little scrawny *video* gamer; <short pause> I probably don't weigh more than a hundred pounds right now, <Ken can be seen drinking a sip of beer> and I'm drinking *beers* and eating pizza with guys like *Ace* and people like *Crystal*...

**Crystal:** Just taste the *cheese* and the *pepperoni*... <laughs> <Ken is now shown chewing>

**Ken:** <talking aloud> Cheesy, saucy, *delicious*... <laughs> <The camera turns to G.C.>

**G.C.:** <talking aloud> An Italian cake of awesomeness. <The camera then switches angles to show a wide view of the pizzas on the picnic table, as Sugar takes another piece of pizza>

**Ken - CONFESSIOAL:** <continued> There was not just *one* kind of pizza. <Ken can now be heard saying "That tastes so *good*"> You know, there was *Hawaiian*, Vegetarian, <A clip of Paloma biting into a vegetable pizza is shown> one with *bacon*; <short pause> that was *my* favorite one. <The camera shows another wide view of the festive **Fang** members> Eating *food* after being starving is, like, pure *enjoyment*... <laughs> <Another view of Ken is shown>

**Ken:** Anybody object to me scraping the cheese off the *box*? <Paloma can then be seen grabbing a large brownie, as she asks something inaudible>

**Ace:** <to Paloma> Yeah; I'd like to have one of those... <A comical music begins to play, as the camera shows an empty beer bottle on the ground, and then scrolls over to Randy>

**Randy:** Somebody pass me another bottle... <G.C. now tosses another beer to Randy>

**Randy - CONFESSIOAL:** I ate about *five* pieces of pizza, a couple brownies; <short pause> couple pieces of garlic bread. <Paloma is shown biting into a piece of garlic bread, as she says "*Mmm*"> I'm about to open my third bottle. <Randy can now be seen taking another drink of beer> You know, I was probably more excited about the beer than anything. <The camera continues to focus on Randy> I *do* like a drink every now and then, and fifteen days is probably my longest dry spell in twenty years. I *needed* it... <Randy is then heard burping loudly, as the camera shows a disgusted Sugar raising her eyebrows>

**Randy:** If I throw up on anybody tonight, um, I plead *drunkenness*. <Paloma makes a face>

**Paloma:** <to Randy> Ew, that's *gross*... <An amused Crystal is then shown next>

**Crystal:** <to Randy> You not even gonna be *sleepin'* in the *bed*! <laughs> You gonna be *outside* by the *fire*; <laughs> you can be on *animal* watch... <A few laughs can be heard from several **Fang** members, before the camera returns to an out-of-place Sugar>

**Sugar - CONFESSIOAL:** Seeing the way that Crystal acts with the new tribe, it literally makes me want to *vomit* because that's not her true personality, <Crystal can now be heard saying "Y'all are *hilarious*"> and I've *seen* her, and I didn't *like* what I saw from Crystal.

**G.C.:** Uh oh; Randy's *drunk*... <Crystal now echoes "*Uh oh*," as Randy stumbles forward>

**Sugar - CONFESSIONAL:** <continued> *I think Crystal and G.C. need to be broken up*... <A prominent drumbeat is heard, before the screen abruptly fades out>

## **Kota Tribe - Day 15**

<'Tentative' plays, as the camera shows a clip of a caterpillar crawling across a branch, and then fades out to show a close-up view of the **Kota** tribe's flag. The camera switches angles to show the five **Kota** members gathered around their fire, before zooming in on Charlie>

**Charlie:** Corinne's definitely taking *comfort*, you guys... <Marcus is shown looking up>

**Marcus:** <to Charlie> Even if she *does*, I mean, I can't see how the six of us wouldn't beat six of their strongest... <The camera focuses back in on Charlie, as he slices into a piece of fruit>

**Charlie:** <to Marcus> But still, it's like... <Charlie can be heard saying "Bad news">

**Dan:** Bad *news*, right? <Another wide view of the five **Kota** members is then shown next>

**Charlie:** I don't know; <short pause> I feel like we're gonna have to go to Tribal Council... <An eerie sound is heard, as the camera continues to focus on a nervous Charlie>

**Charlie - CONFESSIONAL:** I'm *very* pessimistic in my day-to-day life at home, so <long pause> I feel like Corinne's gonna take *comfort*, we're gonna have to go to Tribal and I'm gonna somehow end up going home, <laughs> <Marcus is heard asking "What *specifically* are you worried about?"> so <long pause> it *definitely* puts me in a more vulnerable situation, and the thoughts of Corinne possibly finding an idol out there, it's just not good for business. <The camera goes back to Charlie> It's definitely reason for *concern*... <Marcus is shown again>

**Marcus:** No matter what happens, I feel like Corinne already wrote her ticket home, <Charlie nods and says "*Yeah*; she did"> so I mean, even if we lose today, it's probably the one worry-free Tribal Council in this entire game. <The camera then focuses in on Dan, who displays an uneasy expression on his face, as the music becomes more mysterious>

**Dan - CONFESSIONAL:** When we switched up the tribes, the understanding among everyone was that *Corinne* was gonna be first to go because of her attitude; <Both Jacquie and Bob are shown nodding, as Charlie speaks> you know, her, her *personality*, but <long pause> from a *strategic* standpoint, um, Charlie and I have to look after Paloma, <The camera scrolls back over to Dan> and there's definitely a chance that if Corinne gets voted out, uh, Ace could try and take out *Paloma*, so <pause> unfortunately that means forcing a tie vote against Marcus or Bob. <A clip of both Dan and Charlie walking through a grassy area together>

**Charlie:** I think we have to go for Marcus. He's, like, the whole *package* in this game... <The camera then focuses in on Dan, as he nods his head in agreement>

**Dan:** <to Charlie> I definitely agree. <Another close-up view of Charlie is shown next>

**Charlie:** <to Dan> I'm just concerned that Corinne might have the *idol*, which makes her even more dangerous... <Dan then adds "*Paloma* might have the idol too">

**Charlie - CONFESSIOAL:** Because we can't vote out Corinne, Dan and I have to come up with another strategy of who to vote out if we lose, and *my* suggestion was *Marcus*, because even though Marcus is definitely, like, everything I could want in a guy wrapped up into one beautiful package, <laughs> <The camera now fades out to show a clip of Marcus in the shallow lake waters, as he runs his hand through his hair> um, I'm definitely here to win, and Marcus is the biggest threat outside of my alliance. <The screen abruptly fades out>

## **Exile - Day 15**

<'Bwiti Ahh Whoa' plays, as the camera shows a reflection of the wooden hut in the lake and then scrolls up to show the actual hut. The camera now switches angles to show a grinning Corinne jogging up to the luxurious hut and excitedly opening up the wooden door>

**Corinne:** <talking aloud> Hell *yeah*... <Corinne now jumps onto the hammock>

**Corinne - CONFESSIOAL:** As soon as I got to Exile, there was no question; <short pause> *I* was taking the comfort. <Corinne is then shown stretching her arms out, as she relaxes in the hammock> Like, I ran up to that hut and jumped onto that hammock like "*Welcome* home!" <laughs> Oh, it felt *so* good to put my head down and stretch out on something *soft*. <Corinne can be seen adjusting a pillow beneath her head> I needed to get away from **Kota**. *Thank* God. I literally wanted to kill myself around them. <The camera continues to show Corinne lounging around> You know, *this* is not *Exile*. This is my Gabon vacation... <The camera then shows Corinne standing in front of a wooden stand with a large basket of fruit on it>

**Corinne:** <talking aloud> What should I go for *first*? <Corinne bites into a slice of watermelon>

**Corinne - CONFESSIOAL:** I am doing Survivor *completely* 100% for the *money*. I've never watched the *show*; <short pause> I don't like the *people* I'm with. <laughs> The only person out here that I would *actually* interact with in real life is *Ace*. <Corinne can now be seen biting into a green apple> The rest of them, if I never see them *again*, um, it's not soon *enough*, but <long pause> *unfortunately*, I *am* trapped with Charlie and Dan, <The camera shows Corinne taking a drink of ice-cold water> which, I'm *sorry*, *no* one's *that* nice. At the very least, I have *one* thing over them: *power*... <A mysterious shift in the music occurs, as the camera cuts ahead to show Corinne unrolling a piece of parchment and she reads "Clue #5">

**Corinne:** *Where could it be, salvation's deep bed?  
Under something yellow or under something red.*

<A close-up view of a thoughtful Corinne is shown, as she suspiciously raises her eyebrows>

**Corinne:** <sarcastically> Gee, *that's* not obvious! <The camera continues to focus on Corinne>

**Corinne - CONFESSIOAL:** The clue for the hidden Immunity Idol points out *exactly* where it is. <Corinne now shakes her head> I mean, it's *idiotic*; <short

pause> I thought it was supposed to be *hard* to find the idol?! <laughs> <Corinne sets the fifth clue back down on the wooden stand> So, <pause> *yeah*; you'd have to be a *moron* to not find it... <'Determination' begins to play, as another aerial view of the hut is shown. The camera then cuts ahead to show a fast-forwarded view of the sky, as day turns to night. An infrared clip of Corinne striking the machete against the wrong side of the flint is shown>

**Corinne - CONFSSIONAL:** There's three old **Kota** members and three old **Fang** members right now at **Kota**. <Corinne can be heard whispering "Come on," as she strikes the flint> We can throw this next challenge, *easily*; I can find the idol, <Corinne now confusedly examines the flint> and it doesn't matter that we have a penalty because we're gonna lose the challenge on purpose anyway, so <short pause> I've thought it all out; it's a win-*win*, you know, and that's *it*... <There is a prominent drumbeat, before the screen abruptly fades out>

### **Kota Tribe - Day 17**

<'Wonderment' plays, as the aerial camera scrolls above a jagged limestone cliff, and then cuts ahead to show a clip of an eagle soaring through the sky. A crocodile is shown half-submerged under the water, as it blinks its eyes. A view of the **Kota** tribe's flag is then shown, before the camera fades out to show Jacquie and Bob climbing into the **Kota** tribe's boat>

**Bob:** <to Jacquie> How're you doin', uh, seventeen days in? <The camera shows Jacquie>

**Jacquie:** <to Bob> I'm doing *great*. I mean, I'm prepared to be in this game on Day 39... <A side view of Bob is shown, as he subtly nods his head>

**Bob:** <to Jacquie> I *know* you are. <The two castaways begin to paddle out onto the lake> How's your knee? <Another close-up view of Jacquie is then shown next>

**Jacquie:** <to Bob> It still *hurts*, but <short pause> I'm gonna be *fine*... <Jacquie is shown>

**Jacquie - CONFSSIONAL:** I have a very tight alliance with Bob and with Marcus. We've been on **Kota** from Day One; <short pause> we all get *along*; <A clip of Marcus carrying an armful of firewood is shown> there's just a natural *connection* and a really strong *trust* there, but <pause> I'm a *little* nervous because I definitely think Marcus and Bob are both closer to me than they are to each *other*... <The camera now focuses back in on Jacquie>

**Jacquie:** <to Bob> I would love to see, like, an elephant or a *gorilla*... <Bob is then shown>

**Bob:** <to Jacquie> You know, we don't *have* elephants or gorillas in *Maine*, <laughs> so... <A wide view of the two **Kota** members is shown, as Jacquie smiles and laughs>

**Bob - CONFSSIONAL:** I have a great relationship with Jacquie. <Jacquie now continues to speak to Bob> Um, Jacquie actually reminds me a lot of my *daughter*, so <pause> I'm not getting rid of *her*, but <long pause> you know, I've felt like I was on the outside of my alliance ever since the vote for Matty and the only reason that *bothered* me is because Jacquie chose to listen to *Marcus*, <Marcus is shown again> and I knew I was *right*... <Jacquie and Bob are now shown talking in the **Kota** tribe's yellow boat, as they float out in the lake>



**Jacquie:** <to Bob> So what's your thought? Like, just between you and me... <Bob is shown>

**Bob:** I would say *Corinne*, then *Dan*, <Jacquie can be seen subtly nodding her head> then *Marcus* if we happen to lose that many Immunities. <The camera continues to show a pensive Jacquie, as she says "Hmm"> That's my thought. <Bob is then shown> You know, that gives us numbers, and hopefully *Sugar's* still around; we can pick *her* back up... <Jacquie nods>

**Jacquie:** <to Bob> *Right...* <Another close-up view of a thoughtful Bob is shown next>

**Bob - CONFSSIONAL:** You know, I definitely want to play the game as honestly as I can, but <pause> just because the gray *hair* doesn't mean I can't have a *strategy*, <A side view of both Jacquie and Bob is shown again> so <long pause> I want to have Jacquie on my *side*, and hopefully she'll stay *with* me... <'Meditator' begins to play, as the camera shows an overhead view of the vast Gabonese jungles, and then cuts ahead to show both Marcus and Jacquie talking in a jungle clearing>

**Marcus:** <to Jacquie> I have to ask you a question, and maybe this is just me being *paranoid*, but if it came down to just the three of us, would you vote me or would you vote Bob?

**Jacquie:** <to Marcus> Um, I don't *know...* <The camera focuses back in on Marcus>

**Marcus:** <to Jacquie> You don't know or you don't want to say? <Jacquie is shown again>

**Jacquie:** <to Marcus> Honestly, it's so hard to *say* because you're both really genuine people that I, like, know I can *trust*, <Marcus nods his head> and I don't want to pick until I actually have to make that *decision...* <The camera continues to show a thoughtful Marcus>

**Marcus:** <to Jacquie> You've been my #1 ally this whole time. <Jacquie says "I know, and you are too"> I've never wavered from that... <Jacquie is then shown again>

**Jacquie:** <to Marcus> You have so many things *going* for you in this game. <Marcus is shown>

**Marcus:** <to Jacquie> Well, I *know*; that's what I'm *afraid* of. <The camera returns to Jacquie>

**Jacquie:** <to Marcus> But how can you not love *Bob*? <laughs> I mean, he works so *hard...*

**Marcus:** <to Jacquie> That's why I wanted to talk to you and find out what *your* thoughts are... <The camera zooms back in on a conflicted Jacquie, as Marcus continues to speak>

**Jacquie - CONFSSIONAL:** I want to win Immunity so bad and hold off going to Tribal Council as long as possible, because I am *terrified* of this decision that I don't even think I'll have to make. <laughs> <Another close-up view of an uneasy Jacquie is shown> You know, I definitely like Marcus and I love spending time with him; <short pause> obviously I want him to *trust* me, but <long pause> I think I could win, like, so much *easier* against Sugar or Bob, so there's definitely that *conflict*. And I'm a really bad liar. <laughs> I'm so *scared* that, like, one decision is gonna cost me the *game*. <The camera returns back to Marcus and Jacquie>

**Jacquie:** <to Marcus> Do you feel better about...? <Marcus is then shown nodding>

**Marcus:** <to Jacquie> *Yeah*; <short pause> I mean, I'm glad we got to talk. <Jacquie now smiles and nods her head, as the camera focuses back in on her>

**Jacquie:** <to Marcus> Me too, cause I don't want you to think, like, "*Oh*, she's making other *alliances*..." <Marcus says "No"> Um, we're definitely gonna be the last *three*... <There is an eerie shift in the music, as the camera shows Marcus tensing his expression>

**Marcus - CONFSSIONAL:** I *still* can't get a straight answer on where I stand in this alliance and it's really frustrating because I want to make it all the way in this game with Jacquie, <A clip of both Marcus and Jacquie walking back towards camp is shown> but I also want to take someone who feels the same about *me*, and for some *reason*, I feel like she really wants to keep *Bob*. <The camera now shows Bob grabbing the yellow challenge flag, as Marcus pauses> Man, I don't know *what's* gonna happen if we have to go to Tribal Council... <A wide view of the five **Kota** members walking out of camp is shown, before the screen fades out>

### Immunity Challenge - Dragged Through Mud

<A dramatic music plays, as the camera shows a giant mud pit in the middle of a grassy field and then rapidly zooms around it, before fading out to show a close-up view of Jeff>

**Jeff Probst:** <talking loudly> Come on in, guys! <The camera shows a faraway aerial view of the challenge area, as the **Fang** tribe can be seen walking towards their red tribal mat. A clip of Ken, Ace, and Crystal is shown, before the camera switches angles to show the five **Kota** members walking in to the challenge area. Quick clips of both tribes gathering onto their mats are then shown, before the camera focuses back in on Jeff>

**Jeff Probst:** Well now bring in Corinne, returning from Exile. <An eerie shift in the music occurs, as the camera turns to show a smiling Corinne, as she walks back over to her **Kota** tribemates with the wooden apple in her hands>

**Corinne:** *Hello* everyone... <Charlie is shown with an unenthusiastic expression on his face>

**Jeff Probst:** Corinne is now the *second* person to take comfort, <Paloma can be seen staring ahead> so **Kota**, you *will* be given a disadvantage in today's Immunity Challenge. <Jacquie can be seen shifting her expression, as Corinne rejoins her tribemates on the yellow mat>

**Jacquie - CONFSSIONAL:** I was so *upset* to see that Corinne took comfort because that means that we need to fight twice as hard to beat **Fang**, <A close-up view of Randy is shown, as he looks towards the **Kota** tribe> and I *really* want to stay away from Tribal Council. <The camera returns to Corinne> Corinne's just making herself come off as more of a *target*... <A prominent sound is heard, before the camera turns back to Jeff>

**Jeff Probst:** Alright; <short pause> you guys ready to get to today's challenge? <The camera shows another view of the six **Kota** members>

**Corinne:** <excitedly> Let's *do* it... <Dan is then shown looking confused, as the other castaways can be heard replying with an enthusiastic "Yes!" Jeff is then shown again>

**Jeff Probst:** First things first: <Jeff can be seen walking over to the **Kota** tribe, as Charlie hands him the Immunity Idol and then waves to it> Thank you, *Charlie*... <A close-up view of a stern-looking Crystal is shown, before the camera turns to both Sugar and Ace, and then abruptly cuts ahead to show Jeff setting the Immunity Idol back down on its stand>

**Jeff Probst:** Once again, Immunity is back up for grabs. <Jeff pats the top of the idol, before the camera shows another view of the entire **Fang** tribe, and then scrolls over to **Kota**>

**Jeff Probst:** For today's challenge, both tribes will be connected to each other with a common rope. <The camera fades out to show a long rope with several harnesses attached to it> Your objective is to retrieve a tribe *flag*. <A view of **Kota**'s two yellow flags is shown> Each time you do, you score a point for your *tribe*. <The camera switches angles to show the **Fang** members listening intently> In addition, there's a *rope* at each end of the field. <The camera now scrolls across a red rope> If you get to it, use it to pull yourself to your flag. <A male castaway can be seen pulling himself along the rope> Last rule: <short pause> at any time during the challenge, tribe members can go back and try to interfere with the other tribe <Dan is shown with a thoughtful look on his face> to impede their progress. First tribe to score *two* points wins Immunity; <short pause> safe at least *one* more day in this game. <A close-up view of a smiling Ken is shown, as he subtly nods his head> Losers, you know what that means: <short pause> sixth person will be voted out of this game, <The camera now scrolls over to Sugar> and they will come from your tribe. <Both Ace and Paloma are then shown staring ahead, before the camera cuts back to Jeff again>

**Jeff Probst:** Now for the disadvantage: <short pause> **Kota**, your flags will be five feet *further* away than **Fang**'s, <The camera shows quick views of both tribes' flags> which means, **Fang**, yours'll be closer and your rope will be *longer*, <Ace subtly nods his head> so that you can pull yourself towards those flags more easily. <Jeff is then shown again> Keep in mind, **Kota**, it's not impossible for you to win. If you dig deep, you can *overcome* it... <Bob is shown with a determined look on his face, before the camera shows Jeff again>

**Jeff Probst:** Make *sense*? <The camera now focuses in on Randy for a few seconds>

**Randy:** *Yeah*. <Bob is heard saying "Yep," before the camera shows another view of Jeff>

**Jeff Probst:** **Fang**, you have one extra member; <A wide view of both tribes is now shown, as Jeff takes a short pause> gonna have to sit somebody out. Sugar sat out last time. <A close-up view of a smiling Sugar is shown> Who's it gonna be today? <The camera switches angles to show a rapid clip of the entire **Fang** tribe, as Ken points to himself and says "Me">

**Jeff Probst:** Ken, you're gonna sit this one out? <An expressionless Ken nods his head>

**Ken:** I weigh the *least*... <Another close-up view of Jeff is then shown next>

**Jeff Probst:** <to Ken> Take a spot on the bench. <Jeff points to a wooden bench>

**Jeff Probst:** Everybody else, I'll give you a minute to strategize; <short pause> we'll get *started*... <A close-up view of the Immunity Idol is shown, before the camera fades into an overhead view of the entire challenge area, and then cuts

ahead to show a wide view of both tribes in starting position in the mud pit. Jeff is then shown again>

**Jeff Probst:** <talking loudly> Here we *go!* For *Immunity!* <Jeff can be seen holding the middle of the central rope on the half-way line of the course, before he raises his arm> Survivors ready?! <Jeff now lowers his arm> *GO!* <A wide view of the entire challenge area is shown, as both tribes forcefully begin to push forward in the mud pit>

**Jeff Probst:** <narration> Got a good old-fashioned tug-of-war going on! <The camera focuses on the determined **Kota** members, as the lighter **Fang** members begin to drag across the middle line> **Kota** with a bit of an edge right off the *bat!* <A side view of Dan is shown, as he can be heard whispering something to Charlie, and they both continue to pull>

**Charlie:** <whispering> *Yeah...* <Dan is then shown standing up, as he forcefully pulls on his own rope to try to drag the **Fang** members towards **Kota**'s flag>

**Jeff Probst:** <narration> Dan going back over to **Fang**! <Dan then runs over to the **Fang** side and begins to struggle with Paloma> Mixin' it up with *Paloma...* < Dan now yanks on Paloma's rope and pulls her back. A prominent drumbeat is heard, as the camera shows the **Kota** members trying to propel forward in the mud pit, and then goes back to Dan>

**Dan:** <whispering to Paloma> Keep *Ace*. <Paloma then yanks at Dan's rope> Don't vote out Ace because... [inaudible]... <The camera then zooms in on a mud-covered Paloma>

**Paloma:** <to Dan> *What?* <The camera now shows Crystal trudging through the mud, as she aggressively lunges at Dan and pushes him down into the mud>

**Jeff Probst:** <narration> *Crystal* now getting into it! <An overhead view of the entire challenge area is now shown, as both tribes continue to try to pull the other tribes towards their flags>

**Jeff Probst:** <narration> You're looking to retrieve a flag at the end of the course! <The camera shows a clip of **Kota**'s two flags> **Fang**'s flags are five feet closer because of **Kota**'s disadvantage. <Marcus is shown with a look of exertion, as he pulls himself forward>

**Marcus:** Come *on*, guys... <Paloma and Sugar weakly try to pull ahead for **Fang**>

**Jeff Probst:** <narration> It doesn't look like it's gonna *help* **Fang**! <A view of Ken is shown>

**Ken:** Pull, pull, *pull!* <The camera shows a front view of G.C., as he tries to pull himself towards **Fang**'s two flags, and indistinct shouting is heard from both tribes>

**Jeff Probst:** <narration> There is a *rope!* <Marcus is shown stretching his arms out towards **Kota**'s yellow rope> If you can get to it, *use* it to pull yourself in! <Rapid clips of castaways from both tribes are shown, as **Kota** continues to pull **Fang** further away from their own flags>

**Jeff Probst:** <narration> Marcus proving to be very strong for **Kota**! <The camera continues to show Marcus for a few seconds> Inching closer to that rope little by little. <Marcus then grabs onto the shorter yellow rope, as begins to pull himself further up it>

**Jeff Probst:** <narration> Marcus has that *rope!* Gonna use it for leverage now to pull himself closer! <An exhausted Paloma is then shown, as she is yanked back>



**Paloma:** <talking aloud> I can't *pull*... <The camera scrolls over to Ace, Randy, and G.C.>

**Jeff Probst:** <narration> **Fang** is trying their best and not doin' anything! <Paloma can be seen falling forward in the mud, as she tries to pull ahead> This could be over *quickly*! <Bob then tugs on her rope, before the camera switches angles to show the other **Kota** members>

**Jacquie:** <shouting> Yeah, you guys got this! <Another quick view of the **Fang** tribe is shown>

**Jeff Probst:** <narration> **Fang** working as hard as they can to stay in it... <The camera zooms in on a frantic Crystal, who digs her hands into the mud and tries to crawl ahead>

**Crystal:** <shouting> Come *on*, y'all! *Pull* it! <Marcus is then shown again, as he continues to use the rope to pull himself towards the flag>

**Jeff Probst:** <narration> Marcus very close! <Marcus now picks up **Kota**'s first yellow flag>

**Marcus:** I got it. <Marcus then plunges the flag back into the mud, before Jeff is shown>

**Jeff Probst:** <shouting> **Kota** scores the first *point*! <An overjoyed Jacquie can be heard shouting "*Wooh!*" before the camera shows a mud-covered Charlie panting>

**Charlie:** Good *job*, Marcus. <The camera then turns to the disappointed **Fang** members>

**Jeff Probst:** <narration> **Kota** leads: one, *zip*. <Crystal is shown with a dismayed look on her face> If they score one more point, **Kota** wins Immunity *despite* their disadvantage; <A close-up view of a tense Randy is shown> **Fang** goes to Tribal Council. <There is a prominent sound, as the camera abruptly cuts ahead to show an aerial view of the entire challenge area, and then fades out to show Jeff holding the middle of the central rope on the half-way line>

**Jeff Probst:** <narration> Survivors ready?! <A rapid view of the six **Fang** members tethered to the central rope is shown, before Jeff lowers his arm> *GO!* <The camera then turns to **Kota**, as the castaways immediately begin to pull forward, while Corinne weakly crawls forward>

**Jeff Probst:** <narration> **Kota** making a surge right out of the gate. <The camera shows Bob, who displays a look of exertion on his face> gets a bit of a lead once again. <Dan is shown>

**Dan:** <shouting> Use that [inaudible]! *Pull!* <The camera then cuts back to a worn-out Paloma>

**Paloma:** We don't even stand a chance... <A close-up view of a fired-up Randy is shown, as he pulls on his rope as hard as he can and shouts loudly>

**Jeff Probst:** <narration> **Fang** trying to stay *in*; <Ace is then shown> worn out from the *first* round... <The camera turns back to the **Kota** tribe, as Jacquie tries to pull forward>

**Jeff Probst:** <narration> **Kota** gaining *another* few inches. <The camera switches angles to show an overhead view of the entire challenge area, as the middle of the central rope can be seen on **Kota**'s side of the course. The camera then focuses in on a tiring Sugar>

**Jeff Probst:** <narration> *Immunity* at stake. <A wide view of the six **Fang** members is shown, as Crystal fiercely shouts "*Come on!*"> The one place you don't want to

be tonight is Tribal Council... <A prominent drumbeat is heard, as the camera cuts back to Corinne>

Jeff Probst: <narration> *Corinne* not doin' much... <A determined Dan is shown ferociously pulling ahead on his rope, before the camera scrolls over to a careless Corinne again>

Jeff Probst: <narration> You'd never know there's anything on the *line*. <Indistinct shouting can be heard from both tribes, as the camera continues to focus on Corinne>

Corinne: <talking aloud> I think my rope's too *tight*... <The camera shows Paloma again>

Paloma: <mumbling> Too bad it's not around your *neck*. <A comical sound is heard, as the camera zooms out to show all six Fang members, as Charlie struggles with Sugar>

Jeff Probst: <narration> Charlie shoving Sugar in the mud! <Sugar is then heard screaming, as she falls into the mud. The camera then continues to show a determined Charlie>

Charlie: <shouting> Go, Kota! <A view of the Fang members being dragged by Kota is shown>

Jeff Probst: <narration> Let's go, Fang! You gotta dig deeper than that! <Randy is shown with his hands and knees buried firmly in the mud> These guys have a *penalty* and they're *still* kicking your ass. <The camera shows a close-up view of Kota's remaining flag, before abruptly cutting back to a focused Marcus, who continues to propel himself forward>

Jeff Probst: <narration> Marcus making another big surge for Kota! <Charlie then shouts "Go, Marcus!" as Marcus grabs onto Kota's yellow rope again> That rope is shorter than Fang's, but Marcus *still* gets it! <The camera then switches angles to show a grumpy Randy>

Randy: <talking aloud> Yeah, *whatever*... <Marcus is then shown again>

Jeff Probst: <narration> Marcus using it to pull himself *in*! <The camera shows a close-up view of an excited Dan, before a mud-covered Marcus stumbles to his feet> Kota is this close to another win! <A triumphant Marcus now grabs the yellow flag and hold it up, before plunging it back down into the mud. The camera turns to show Jeff raising his arms>

Jeff Probst: <shouting> Kota wins Immunity! <A worn-out Ace is then shown collapsing in the mud> Not even *close*! <The camera now turns to show a disheartened Sugar>

Sugar: That *sucks*... <Excited cheers are heard from the Kota members, as Jacquie says "Oh my God!" A joyful Charlie is then shown hugging a mud-covered Marcus>

Marcus: Anybody up for some *mud* wrestling? <laughs> <The camera then cuts ahead to show a view of both tribes reassembled on their respective mats>

Jeff Probst: Kota, <short pause> in *spite* of your disadvantage, Immunity is yours. <Jacquie smiles and nods> Who *wants* it? <A wide view of the victorious Kota tribe is shown, as Jeff can be seen handing the Immunity Idol to Marcus. Ken can be seen shifting his expression, before the camera zooms out to show the entire Fang tribe, and then cuts back to Jeff again>

Jeff Probst: Fang, once again, I'll see you at Tribal Council; <Paloma is then shown staring into the distance> one of the seven of you going home. <The camera now focuses in on a glaring Ace> You have the afternoon to figure out who it's gonna

be... <The music now changes, as the camera switches angles to show another view of the six Kota members>

**Corinne - CONFSSIONAL:** This is a challenge that I was *trying on purpose* to lose, and we *still* won even with a disadvantage. <The camera zooms in on Corinne, and continues to show her for a few seconds> I could care less *who* goes on the other tribe, as long as it's not Ace... <The camera then scrolls over to Ace, who has a careless expression on his face>

**Ace - CONFSSIONAL:** Winning this Immunity Challenge *really* didn't *matter*. <laughs> Fact is, *Paloma* has to go home, <A close-up view of an unsuspecting Paloma is shown> and tonight's just as good a night as *any*... <The camera now turns back to Jeff>

**Jeff Probst:** Grab your stuff; <short pause> head back to camp. <A clip of the disappointed Fang members gathering their belongings and walking out of the challenge area is now shown, before the camera switches angles to show the still-celebratory Kota members holding up the Immunity Idol victoriously. The screen then fades out>

## **Fang Tribe - Day 17**

<'Warning Call' plays, as the camera shows an aerial view of a grassland and then scrolls over to a forested area, before cutting ahead to show an eagle perched watchfully at the top of a tree. The camera then fades out to show the seven Fang members returning back to camp>

**G.C.:** *Dang!* It just wasn't our *day* today! <Several Fang members can be seen dispersing, before G.C. sets the red challenge flag down, and the camera scrolls over to Ace>

**Ace - CONFSSIONAL:** Well, we lost the Immunity Challenge today. <The camera shows a close-up view of Sugar> You know, the result was pretty much to be *expected*, so we're now preparing for another Tribal Council... <A view of both Ace and Ken is shown next>

**Ken:** <to Ace> You wanna go down to the *dock* real quick? <Ace is heard saying "Sure">

**Ace - CONFSSIONAL:** <continued> I *did* find the hidden Immunity Idol at Paloma's expense. <A view of both Ace and Ken walking towards the wooden dock is shown> As far as I'm concerned, this idol business is our little *secret*, and once Paloma's gone, I'll be the only one who *knows* about it, <The camera shows a quick view of a watchful Paloma sitting in the hut> so <long pause> it's definitely in my best interest for Paloma to go *now*... <The camera now switches angles to show a clip of Ken and Ace sitting on the dock>

**Ken:** <to Ace> So we're gonna vote *Sugar* tonight or *Paloma*? <Ace can be seen nodding>

**Ace:** I mean, I gave you Gillian *last* time, so I'm asking for it to be *Paloma*, you know, and...

**Ken:** <to Ace> That makes sense... <Another close-up view of Ace is shown next>

**Ace:** I mean, the five of us are voting solidly: <short pause> you, me, Crystal, G.C., and Randy. <The camera fades out to show both G.C. and Crystal sitting by the fire, before going back to Ace> I don't care who *Paloma* votes for cause she's going home... <Ace shrugs>

**Ken:** <to Ace> I don't think anybody's talked to, uh, *Crystal*, <A close-up view of Sugar is shown next> cause I think Crystal wants Sugar gone... <Ace is shown again>

**Ace:** <to Ken> We're fine. *They'll* vote Paloma. <Ken asks "How do you *know*?"> We're offering them *protection*... <Ken is then shown with an unconvinced look on his face>

**Ken:** <to Ace> Okay. <The camera switches angles to show a confident Ace>

**Ace:** <whispering> Just stick to the *plan*. <Ken nods his head> If we pull off this power play, we're in this *hardcore* to the merge... <A prominent drumbeat is heard, as the camera abruptly cuts ahead to show Sugar lying in the hut by herself and a sympathetic music begins to play>

**Sugar - CONFSSIONAL:** **Fang** lost the Immunity Challenge today, and <pause> I am *really* worried about Tribal Council. <The camera continues to focus on an emotional Sugar> This could definitely end my game tonight, but you know, I *have* to stay in 'til the merge because I want to join back up with Bob and Jacquie. <A wide view of several **Fang** members gathered around the fire is shown> I don't want to be *apart* from them, so <pause> for the first time, I think I'm gonna have to put on my *thick* skin; <laughs> not my *thin* skin. <Sugar is then shown again> I'm voting Crystal *out*... <There is another prominent drumbeat, as the camera cuts ahead to show Paloma and Sugar talking in a grassy area>

**Sugar:** <to Paloma> I need an alliance right now; <short pause> you know, I need somebody because I'm here all alone; *you're* here all alone. <laughs> <Paloma says "Mm hmm, *yeah*">

**Paloma:** <to Sugar> I know! We're kinda like the lone *antelope* waiting to be picked off by a *lion*... <laughs> <Sugar is then shown smiling and nodding her head>

**Sugar:** <to Paloma> So, *I* think we need to break up Crystal and G.C. and take *Crystal* out...

**Paloma - CONFSSIONAL:** When we lost the Immunity Challenge, <The camera scrolls back over to a thoughtful Paloma> I was definitely bummed because **Fang** has to go back to Tribal Council and I *personally* feel like I'm being pulled in so many different directions: <short pause> like, Crystal is strong but she's a *threat*; <A close-up view of Crystal is shown, as she hauls a heavy pot of water> Sugar's definitely the *weakest*, but she's not gonna *backstab* me...

**Sugar:** <to Paloma> I can't go home. I mean, I'll be so mad... <Paloma is shown again>

**Paloma - CONFSSIONAL:** <continued> And then, like, if I really *wanted* to, I could go with the **Kota**s and it'd be four votes against Ace like *that*. *Done*. <A close-up view of an unsuspecting Ace sitting by the fire is shown> But you know, Dan told me at the challenge not to vote for *Ace*; <short pause> um, he obviously has a good reason because that's, like, his *#1 enemy*, <The camera returns back to Paloma again> so between Sugar and Crystal, like, it could be either *one*... <A prominent sound is heard, as the camera cuts ahead to show Randy and a teary-eyed Sugar talking a few feet away from the hut>

**Sugar:** <to Randy> I know that you and I haven't always seen eye-to-eye, but <pause> I just *really* hope to stay and get a second chance with the tribe. <Randy is shown listening intently>

**Randy:** <to Sugar> I'm willing to hear you *out*. <The camera scrolls back over to Sugar>

**Sugar:** <to Randy> I just wanted to talk to you and let you know where I stand. <Randy nods> I can't deal with *Crystal* anymore; <Sugar then begins to cry> she's not being *herself* and I know that she's out to get me... <A tense-looking Randy is then shown next>

**Randy:** <to Sugar> What's *Paloma* saying about all this? <The camera goes back to Sugar>

**Sugar:** <to Randy> I think she's feeling like she needs an alliance, and *I* definitely need an alliance, <The camera then zooms out to show both Randy and an emotional Sugar again> so I think you, me, Kenny, and Paloma should vote for *Crystal*... <Randy takes a deep breath>

**Randy:** <to Sugar> Um, *I'll* think about it. <A view of an expressionless Sugar is shown>

**Sugar:** <to Randy> You will? <The camera then shows Randy nodding his head dramatically>

**Randy:** Oh, I'll *think* about it, yeah... <The camera then shows Sugar looking up>

**Sugar:** <weakly> *Thanks*, Randy... <Randy is shown with a devious smirk on his face, as Sugar walks away from him. The camera then continues to focus on Randy for a few seconds, as he walks over to the hut where G.C. is standing>

**G.C.:** <to Randy> What was that all *about*?! <The camera now zooms in on Randy>

**Randy:** <to G.C.> Uh, she just came up crying and wants to make an alliance. <G.C. asks "Oh, now she wants to make an alliance?" as Randy says something inaudible>

**G.C.:** She is so annoying... <Crystal is then shown turning towards G.C. and Randy>

**Crystal:** <to G.C.> *Sugar*? <G.C. can be heard saying "*Yeah*," before Randy is shown>

**Randy:** <to Crystal> She wants to get rid of *you*. <A prominent drumbeat is heard, as an annoyed Crystal tenses her expression and then shakes her head>

**Crystal:** <to Randy> I knew she did... <The camera focuses back in on Randy again>

**Randy:** She just came up to me, in tears, and <short pause> I *nodded*; I acted interested, but you know, I'm tired of her waterworks. <A close-up view of G.C. is shown, as he listens intently> And good luck finding somebody who'll put up with that. <The camera turns back to Randy> That's the exact reason why I don't see myself getting *married*. You know, I just don't have the patience to do it... <The camera continues to show Randy>

**Randy - CONFESSIONAL:** I want Sugar to go *home* tonight. Sugar is *annoying*; <short pause> she has no business being in the game. <A clip of Sugar walking by the lake is then shown> You know, this is my first vote in this game that's not completely strategic; it's 10% strategy, 90% *personal*... <'Pilgrimage' now begins to play, as the camera shows another clip of Randy, Crystal, and G.C. sitting in the hut and a frantic Ken joins them>

**Ken:** Okay; something is *up* tonight. <Ken now looks over his shoulder, as Ace can be seen sitting by the fire> Ace really wants to get rid of Paloma, like, *majorly*, and it's for no *reason*...



**G.C.:** <to Ken> He's makin' *moves*, man... <laughs> <The camera then turns to Crystal>

**Crystal:** Right now, we're doing something very *dangerous*; <Ken says "I know"> we're letting Ace *run* things. <The camera shows a wide view of the four **Fang** members> I don't *do* that mind control thing, okay?! <A close-up view of a contemplative Ken is shown next>

**Ken:** Right now, we have two options: <short pause> either we vote out *Sugar*, or we blindside Ace and vote him out; <G.C. is now shown with an uneasy look on his face> we have four votes... <The camera then zooms out to show another wide view of the four **Fang** members>

**Crystal:** <to Ken> *No*. <Ken can be heard asking "Why *not*?"> We have to vote *Sugar*. <A close-up view of G.C. is then shown next>

**G.C.:** Don't *outthink* yourself, Kenny... <The camera now focuses back in on Crystal>

**Crystal:** <to Ken> Cause Sugar, Bob, Jacquie and Marcus, <The camera fades out to show Sugar talking to Paloma again> those *four* is an alliance and we need to break them up...

**G.C.:** <to Ken> You know, and I mean, with Sugar gone, that strengthens the *team*. <Another close-up view of Crystal is now shown, as Ken says something inaudible>

**Crystal:** I'm voting for *Sugar*... <The camera now scrolls over to a pensive Ken>

**Ken:** I don't know; <short pause> for some reason I think we should get rid of Ace... <Crystal says "*No*," as the camera fades out to show a clip of Ace>

**G.C.:** <to Crystal> Well, we gotta *think* about it... <Another view of Ken is shown next>

**Ken:** Cause Sugar's not even in this *game* right now. <A prominent sound is heard, as the camera turns back to Sugar> Ace thinks he's calling all the frickin' *shots*, more than anyone *else*... <The camera then returns to a contemplative Randy and zooms in on him>

**Randy - CONFESSIOAL:** Tonight is one of those nights where anyone could *go*, but the best part is my alliance of Kenny, Crystal, and G.C. controls the *vote*. <A view of the seven **Fang** members grabbing their torches is now shown> You know, everybody has to go at some point. <The camera then focuses in on Sugar> I'm confident it's not *me*, but <long pause> between Sugar and Ace, there's pros and cons both ways, <Ace is shown confidently staring ahead> so <pause> it's pretty *close*... <A prominent drumbeat is heard, as the camera shows a wide view of the **Fang** members walking out of camp. The screen then fades out>

## **Tribal Council #6 - Fang Tribe**

<'Tally the Vote' begins to play, as the camera shows a fast-forwarded view of the sun setting in the darkening sky, and then fades into an aerial view of the Gabonese village Tribal Council. A close-up view of a flickering flame is shown, before the camera scrolls over to a tribal mask, and then cuts ahead to show the seven **Fang** members walking in to the main Tribal Council area. A rapid clip of Jeff is shown, before the camera turns to show the castaways placing their torches into their slots and then sitting down on the stumps. Jeff is now shown again>

**Jeff Probst:** *Okay*; <short pause> as a tribe, you guys have lost *three* out of the last four challenges. <Crystal can be seen shifting her expression> G.C., give me your take on what's going on in this tribe, 'cause *something's* not right... <The camera now scrolls over to G.C.>

**G.C.:** Yeah, you know, they got rid of *Gill*, <A wide view of the entire **Fang** tribe is then shown next> but we haven't come together, you know, as a *tribe*. <Sugar is then shown with a thoughtful look on her face> It's still three old **Kota** members and four original **Fang** members, so you know, it's a tribe *divided*. <The camera focuses back in on G.C. again> I mean, it's like when you're rowin' a boat. If three people are rowing *one* way and four people are rowing *another* way, you're gonna keep spinning around in circles, <Ace can now be seen staring ahead> and that's why we haven't *won*... <Jeff subtly nods his head in agreement>

**Jeff Probst:** Crystal, let's talk about *ethics*. <A wide view of the **Fang** tribe is shown, as the camera scrolls across several castaways> Is it possible to win this *game* and stay 100% true to your values 100% of the time? <The camera now zooms in on a stern-looking Crystal>

**Crystal:** I believe you have to twist and turn and maybe do some things you may not agree with to win this game. <Sugar is then shown with a strange expression on her face> You know, it would be naïve of me to say that you can be *completely* who you are to win this game, <A close-up view of a thoughtful Paloma is shown> but that's an individual question and an individual decision that we all have to *make*. <Jeff is now shown again>

**Jeff Probst:** Direct *question*: <short pause> Randy, have you lied in this game? <The camera switches angles to show a close-up view of a calm-looking Randy>

**Randy:** You know, I really don't think I've told a lie *yet*, but <long pause> there hasn't been a reason *for* me to. <A view of both Sugar and Ken is shown> Um, it will *happen* eventually. You can *plan* on it... <The camera shows G.C. listening intently, and then scrolls back over to Jeff>

**Jeff Probst:** Ace, <long pause> same question... <The camera now turns to Ace>

**Ace:** I haven't *lied* per se; <short pause> I've *misled*, which is to be expected in this game, <A close-up view of Paloma is shown, as she makes a slight frown> and honestly, it doesn't really *bother* me... <Crystal raises her eyebrows, before the camera cuts back to Jeff again>

**Jeff Probst:** Let's talk about the hidden Immunity Idol. <An eerie sound is heard, as the camera shows Paloma looking up> Ace, has there been much talk at camp about the idol, or who might *have* the idol? <Crystal is shown turning her head, as the camera scrolls over to Ace>

**Ace:** Um, it's come *up* here and there, but <short pause> the only people who really know what's going on with the idol are the people who've been to *Exile*, <The camera shows Randy listening intently> which is Paloma and Randy, <Paloma is then shown next> so it's rather limited unless you're one of the few people in the know. <The camera focuses back in on Ace again> Uh, *it* doesn't make for great *conversation*... <laughs> <Jeff is then shown>

**Jeff Probst:** So Paloma, <Jeff takes a short pause, as Paloma looks up> there's been a *couple* different people out to Exile now. <Paloma now says "Yeah"> What goes through *your* mind in terms of the hidden Immunity Idol? <Ace is shown turning towards Paloma> Because it's gonna come to play *eventually*... <The camera then goes back to Paloma again>

**Paloma:** Well, I know / don't have it, and I know *Randy* doesn't have it, <Randy subtly nods his head> so... <Paloma can now be seen shrugging, before a prominent drumbeat is heard, and the camera shows Ace tensing his expression. The camera then returns to Jeff>

**Jeff Probst:** *Ken*, <long pause> from a *strategy* point of view, <A wide view of all seven **Fang** members is shown again> can you take something like that at face value; <short pause> you know "*Randy* doesn't have the idol; / don't have the idol," <The camera shows a close-up view of Randy> or do you think *twice* about everything you hear? <Ken is shown next>

**Ken:** *Yeah*; <short pause> you know, you want to believe someone that they're telling you the truth, but people *lie* for a million *dollars*, <laughs> and yeah, Paloma could have the idol right *now* <Paloma raises her eyebrows> because you can't take anybody's word at face value. <A spooky shift in the music occurs, as the camera scrolls across several **Fang** members and then shows a close-up view of the central fire burning, before returning to show Jeff>

**Jeff Probst:** So Sugar, <long pause> coming to Tribal Council, you have an idea who you're gonna vote for; <short pause> you may think you have an idea of who *other* people are gonna vote for. <Sugar can be seen nodding her head, as she listens intently> Been a lot of votes lately that have said *Sugar* on them. Where do you stand tonight in terms of what your *chances* are? <A rapid clip of Crystal is shown, before the camera cuts back to Sugar again>

**Sugar:** I'm *sure* I'll probably see my name again tonight, <laughs> but you know, I think I'm finally starting to figure out this game. <The camera returns to an unconvinced Crystal> I mean, I definitely talked to a few people about voting a certain person out and I think they might *do* it... <Randy can be seen turning his head, before the camera focuses back on Jeff>

**Jeff Probst:** How 'bout *you*, Ace? <A view of the entire **Fang** tribe is shown> How concerned are you, as we get closer to the vote? <The camera now zooms in on a confident Ace>

**Ace:** Do I *feel* like I'm in danger tonight? *No*, I don't. <A mysterious sound is heard, as the camera shows Randy raising his eyebrows> I mean, *obviously*, it's safer knowing what's going on in the tribe than not knowing what's going on, <The camera focuses back in on Ace> and as far as I can tell, you know, I'm *fairly* certain about how the vote tonight is going to go, <Ken can then be seen gazing into the distance> and <pause> it's just one of the necessary *evils* in this game... <There is a prominent drumbeat, as the camera shows a close-up view of an uneasy Paloma, and then goes back to Jeff>

**Jeff Probst:** Okay; <short pause> on *that* note, it is time to vote. <Jeff can be seen pointing to G.C.> *G.C.*, you're up. <The camera shows G.C. standing up and making his way past the central fire, before fading out to show a clip of Ken, who is staring down at the ground>

<G.C. can now be seen placing his folded piece of parchment into the voting urn, before the camera fades out to show a close-up view of a tribal mask, and then scrolls over to a burning torch. A prominent drumbeat is then heard, as the camera abruptly cuts ahead to show Sugar holding up her vote: **Crystal**>

**Sugar:** Crystal, sometimes your attitude gets the best of you. <A close-up view of a stern Crystal is shown, as she stares into the distance> You're just somebody who

I don't care for. *Bye*. <Sugar can be seen folding her vote in half and placing it into the urn. A side view of Paloma is shown, as she walks towards the voting confessional. A quick view of Randy is then shown, before the camera switches angles to show Crystal holding up her vote: **Sugar**>

**Crystal**: I'm *done* with **Kota** and I'm done with *you*. <The camera focuses in on Sugar, as she stares into the distance> *Go home...* <A front view of Ken is now shown, as he uncaps the pen and begins to write a name down on his piece of parchment. A close-up view of an uneasy Sugar is shown, before the camera scrolls over to a stern-looking Crystal, and then cuts ahead to show Randy placing his vote into the urn. A burning torch is shown, before the camera scrolls across several **Fang** members. The last castaway to vote is Ace. He picks up the pen and uncaps it, before the camera cuts ahead to show him holding up his vote:

**Paloma**>

**Ace**: My dear *Paloma*: <short pause> thanks for the, uh, Immunity Idol. <The camera shows another close-up view of a nervous Paloma> I'll be sure to put it to good *use*... <Ace can now be seen folding his piece of parchment in half, before a rapid clip of an animal skull flashes onto the screen, and the camera fades out to show Ace returning to the main Tribal Council area and sitting back down. Jeff is then shown again>

**Jeff Probst**: I'll go tally the votes. <An eerie shift in the music occurs, as the camera shows Jeff walking out of sight and then switches angles to show an expressionless Randy staring into the distance. Sugar can now be seen looking around uneasily, before the camera fades out to show Crystal looking down. G.C. is then shown with a calm look on his face, before the camera turns to show Jeff returning onto the screen with the voting urn in his hands>

**Jeff Probst**: If anybody has the hidden Immunity Idol and you want to play it, <A close-up view of Ace is now shown> now would be the time to do so. <There is a prominent sound, as Crystal can be seen turning her head, and the camera switches angles to show rapid clips of both Randy and Sugar. Paloma is shown with a pensive look on her face, as the camera focuses in on her for a few seconds, and then scrolls back over to Ace. Jeff is shown next>

**Jeff Probst**: Okay; <short pause> once the votes are read, the decision is final. <Crystal is shown with a tense expression on her face> Person voted out'll be asked to leave the Tribal Council area immediately. <Another view of G.C. is shown> I'll read the votes. <The camera now shows Jeff removing the lid from the urn and setting it down on the stand in front of him>

**Jeff Probst**: <Jeff is now shown pulling the first vote out of the urn> First vote: <He quickly looks down at it, and then reveals it to the castaways> **Paloma**. <Paloma is shown with an uncomfortable expression on her face, before the camera scrolls over to a confident Ace. A thoughtful-looking Crystal is then shown staring ahead, before the camera cuts back to Jeff, who already has the next vote in his hands>

**Jeff Probst**: <Jeff quickly reveals the second vote> **Crystal**. <The camera now switches angles to show another view of Crystal, as she tenses her expression and then subtly nods> One vote Crystal; <short pause> one vote *Paloma*. <A close-up view of a smiling Sugar is shown, as she listens intently. The camera then goes back to Jeff again>

**Jeff Probst:** <The camera shows Jeff reaching back into the voting urn and pulling out the next vote. He turns it over and then reveals it to the castaways> **Sugar.** <Sugar is shown with a strange expression on her face, as she nods her head knowingly> **That's one vote each for Sugar;** <G.C. is shown next> **Crystal;** <The camera turns back to an unimpressed Crystal> **and Paloma.** <Another view of a tense-looking Randy is shown, before the camera zooms out to show a wide view of all seven **Fang** members and then focuses back in on Jeff>

**Jeff Probst:** <Jeff can be seen pulling the fourth vote out of the urn. A rapid clip of Paloma is then shown, as he unfolds it. Jeff now reveals the vote to the castaways> **Sugar ☺.** <A prominent sound is heard, as Sugar nods her head again, and Crystal looks towards her> **Two votes Sugar;** <short pause> **one vote Crystal;** <Ace is then shown with a slightly confused expression on his face> **one vote Paloma.** <The camera focuses in on G.C. for a few seconds>

**Jeff Probst:** <Jeff is shown again, as he reveals the fifth vote to the castaways> **Sugar.** <A prominent drumbeat is heard, as Sugar continues to stare ahead, and Ace tenses his expression> **Three votes Sugar; one vote Crystal;** <A rapid clip of Ken is now shown> **one vote Paloma.** <The camera returns to Paloma, and then zooms out to show the entire **Fang** tribe>

**Sugar:** <talking aloud> *Are you kidding me?!* <Another view of Jeff is then shown next>

**Jeff Probst:** <The music softens, as Jeff reaches back into the urn and pulls out the sixth vote. He unfolds it, and then quickly looks down it> **Sixth person voted out of Survivor: Gabon:** <An expressionless Crystal is shown staring into the distance, before the camera cuts back to Jeff, and he reveals the deciding vote> **Sugar.** <A prominent drumbeat is heard, as the camera shows a surprised Ace raising his eyebrows questioningly and then turns to Sugar>

**Jeff Probst:** <to Sugar> You need to bring me your torch. <Sugar can be seen standing up, before the camera scrolls over to a relieved Crystal>

**Sugar:** Randy, you *did* lie; <Randy raises his eyebrows> *Crystal's fake;* <A careless Crystal stares ahead> Kenny, you're a little weasel. <A wide view of the six remaining **Fang** members is then shown> Ace thinks he's the evil *mastermind.* <Ace makes a confused face> Paloma, I don't even *know* what happened with you. <Sugar can now be seen grabbing her torch> And G.C., don't listen to *Crystal* all the time... <G.C. is then shown with a thoughtful look on his face, before the camera shows Sugar placing her torch into the slot in front of Jeff>

**Jeff Probst:** Sugar, <short pause> the tribe has spoken. <A prominent drumbeat is heard, as Jeff can be seen snuffing out a smiling Sugar's torch>



**Sugar:** *Yep...* <The camera abruptly switches angles to show a view of a grinning Paloma>

**Jeff Probst:** <to Sugar> It’s time for you to go. <A liberated Sugar can be seen taking off her red **Fang** buff and tossing it down on the ground in front of Jeff. The camera now shows Sugar walking out of the main Tribal Council area and continues to focus on her for a few seconds. Quick clips of both Crystal and Ken are shown, before the camera switches angles to show another view of Jeff>

**Jeff Probst:** Well, <long pause> just when Sugar thought she was *finally* starting to get this game, <A delighted Crystal is now shown shrugging> *clearly*, she was wrong. <Randy is then shown staring ahead> If it can happen to *her*, it can most *definitely* happen to *you*... <The camera now shows Ace with an uncomfortable glare on his face, before turning to Jeff>

**Jeff Probst:** Grab your torches; <short pause> head back to camp. <Another view of Crystal is shown> Good night. <‘Ancient Voices of Gabon’ begins to play, as the camera shows the six remaining **Fang** members standing up and grabbing their torches. Paloma is now shown, before the camera focuses in on both G.C. and Randy, as they walk out of the main Tribal Council area. An overhead view of the Gabonese village Tribal Council is shown, before the screen fades to black>

**Episode 7 - Undisclosed Title**

**Jeff Probst:** Next time on Survivor: <The camera shows a close-up view of the blazing sun rising in the red-orange sky, and then fades out to show a rapid clip of a silhouetted tree>

**Jeff Probst:** <narration> Ace is left *reeling* from the vote against Sugar... <Ace is now shown>

**Ace - CONFSSIONAL:** You know, I could be Dead Man *Walking*, but I just have to decide what the best course of action for me is now, and <short pause> at this point, the best way for me to attack the situation is to show Randy and Kenny the *idol*. <A wide view of the three **Fang** members talking in a group is now shown, as Ace holds out the hidden Immunity Idol>

**Ace:** *This* is why Paloma had to go. <A surprised Ken is shown, as he exclaims “Holy *crap*”>

**Ken:** <to Ace> Where’d you get that? <There is a prominent drumbeat, as the camera abruptly cuts ahead to show Randy and Ken talking in a jungle area>

**Ken:** <to Randy> We have to align with Ace; we can’t go against him. <Ace is shown again>



**Ace - CONFSSIONAL:** *I’m* by no means *defeated*... <The music speeds up and becomes more dramatic, as the camera shows rapid close-up views of several uneasy castaways>

**Sugar’s Final Words:**

<‘Island Council’ plays, as the camera shows a close-up view of an expressionless Sugar, who is sitting at a torch-lit confessional with several dark tribal huts visible in the background>

**Sugar:** I never felt like I was a part of the **Fang** tribe, and even when I tried my best to get to know them, I still get voted off, so... <She takes a long pause, and then changes her train of thought> You know, I like to surround myself with good people and they’re all Bad Eggs. I’d rather be out of the game than have to stay on **Fang**. <The camera cuts ahead to show a later portion of Sugar’s Final Words> I made friendships with Jacquie and *Bob* that I’ll always treasure, and I hope they last a while. “And *Marcus*” too. <laughs> It was just one of the best experiences I’ll ever have, and I hope I made my dad proud. <The screen fades out>

**Episode 6 Voting History:**

5 Votes Against	Survivors Voting Against Sugar		
			

	 
1 Vote Against	Survivor Voting Against Crystal
	
1 Vote Against	Survivor Voting Against Paloma
	